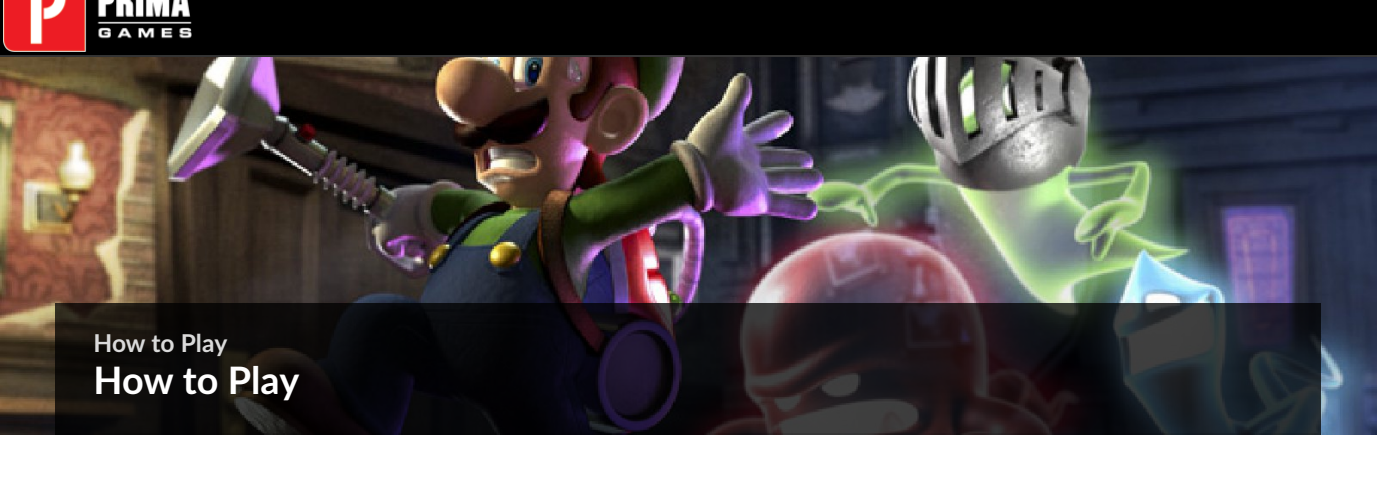


How to Play

How to Play

The Basics

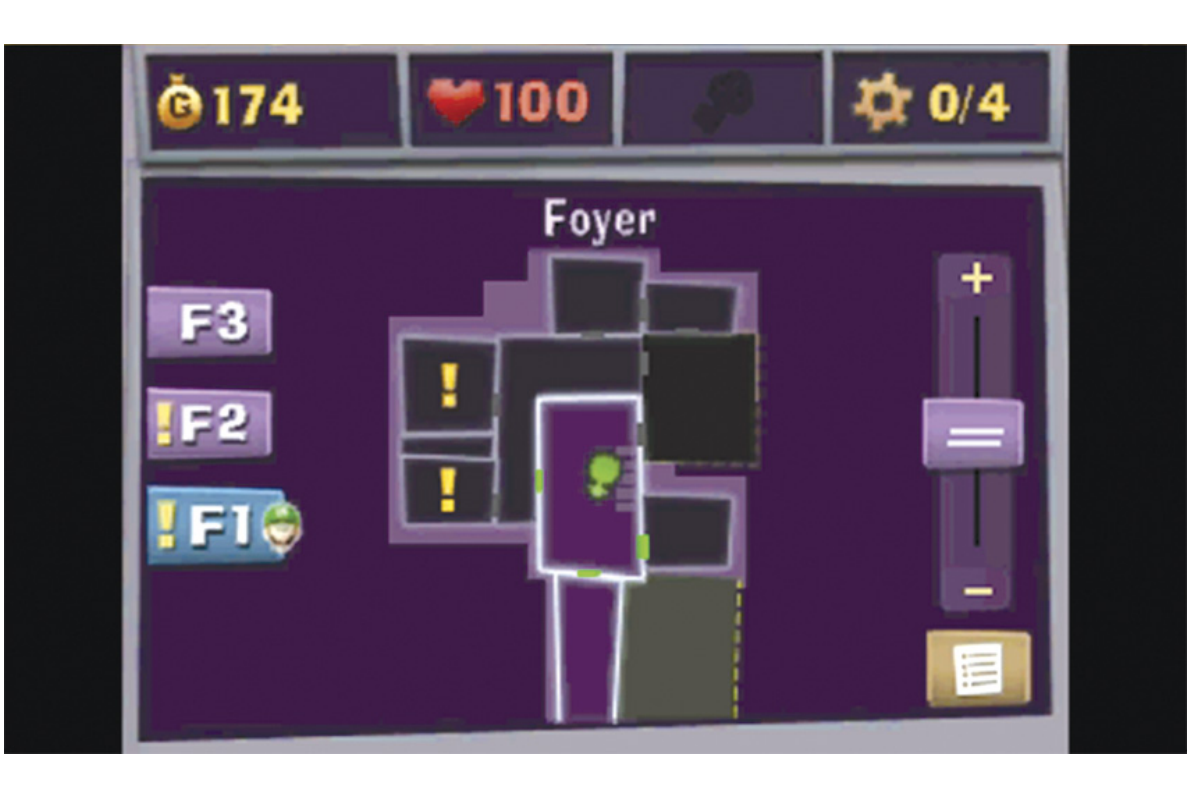
Touch Screen

All of the action may take place on the 3D Screen, but the Touch Screen is an invaluable tool. During a mission, tap the button in the Touch Screen's lower-right corner to toggle between a map of the area and a list of your objectives.

No matter which mode you choose during a mission, the four boxes at the top of the Touch Screen always display the same information:

- The amount of treasure collected during the mission
- Your current health
- Any Keys in your possession
- 0n-specific items (if any)

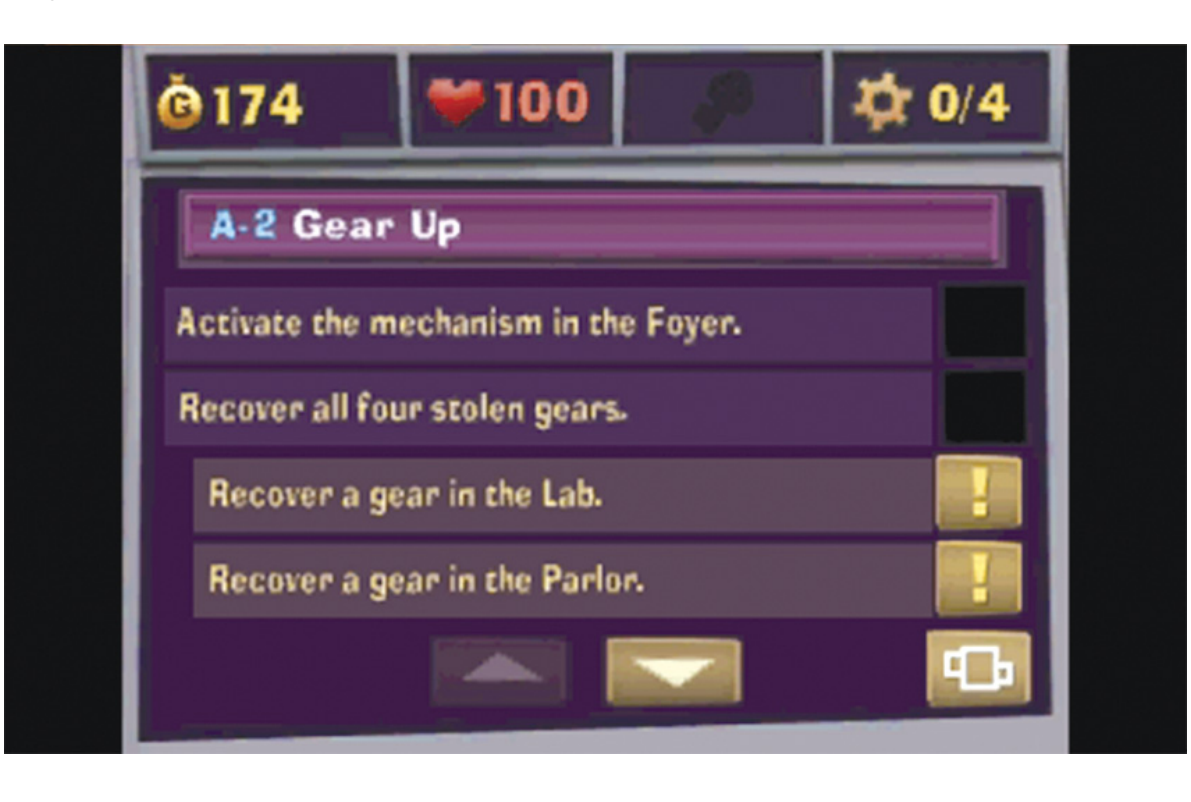
Touch Screen Map



By default, the Touch Screen map displays your current location and a fair amount of the surrounding areas. When you tap a displayed room, its name appears at the top of the Touch Screen. Swipe the screen to drag off-screen areas into view. Use the slider along the right side of the screen to adjust the size of the displayed area, and tap the tabs along the left side of the screen to display a different level of the mansion.

Current objectives are marked with exclamation points, and each door is color-coded to indicate its status. Green doors are unlocked, red doors are locked, and gray doors have not yet been discovered. As you complete missions within a mansion, more of that mansion's map can be displayed on the Touch Screen.

Objectives List



A-2 Gear Up

Activate the mechanism in the Foyer.

Recover all four stolen gears.

Recover a gear in the Lab.

Recover a gear in the Parlor.

When the objectives list is active, the Touch Screen displays your current mission and up to four of your known objectives. Tap the arrows at the bottom of the screen to scroll up and down through the list. If an exclamation point appears next to an objective, it means the objective has been marked on the Touch Screen map.

Game Modes

Dark Moon Quest

The Dark Moon Quest is the game's single-player campaign. In this game mode, you must recover the Dark Moon pieces scattered throughout Evershade Valley. Progress through the Dark Moon Quest to unlock new missions, gadgets, upgrades, and story elements.

ScareScraper

The ScareScraper is the game's cooperative multi-player mode. Select this game mode to team up with other ghost hunters and complete objectives on randomly generated maps. As you progress through a ScareScraper game, you and your partners can earn new equipment and upgrades to help you reach the top of the tower.

The Bunker

Protected from the chaos of Evershade Valley, the Bunker serves as Professor E. Gadd's command center. Each time you complete a mission, Professor E. Gadd uses his network of Pixelators to transport you to this safe haven. Use the monitors within the Bunker to access the E. Gadd's Vault, select available Dark Moon Quest missions, or create a ScareScraper for a multi-player game.

E. Gadd's Vault

Each time you return to the bunker, all of the treasure, ghosts, and Gems you collected during the mission are deposited in E. Gadd's Vault. Visit the vault to review your progress.

Treasure

All of the treasure you've managed to collect is stored at the back of the vault. The screen displays the exact value of the nearby treasure pile.

Ghost Container

Most of the enemies you capture are stored in the Ghost Container. Select this device to get a closer look at your defeated foes and to learn a little more about each enemy.

Gem Collection

All of the Gems you track down are placed in the Gem Collection. Select this device to review your progress.

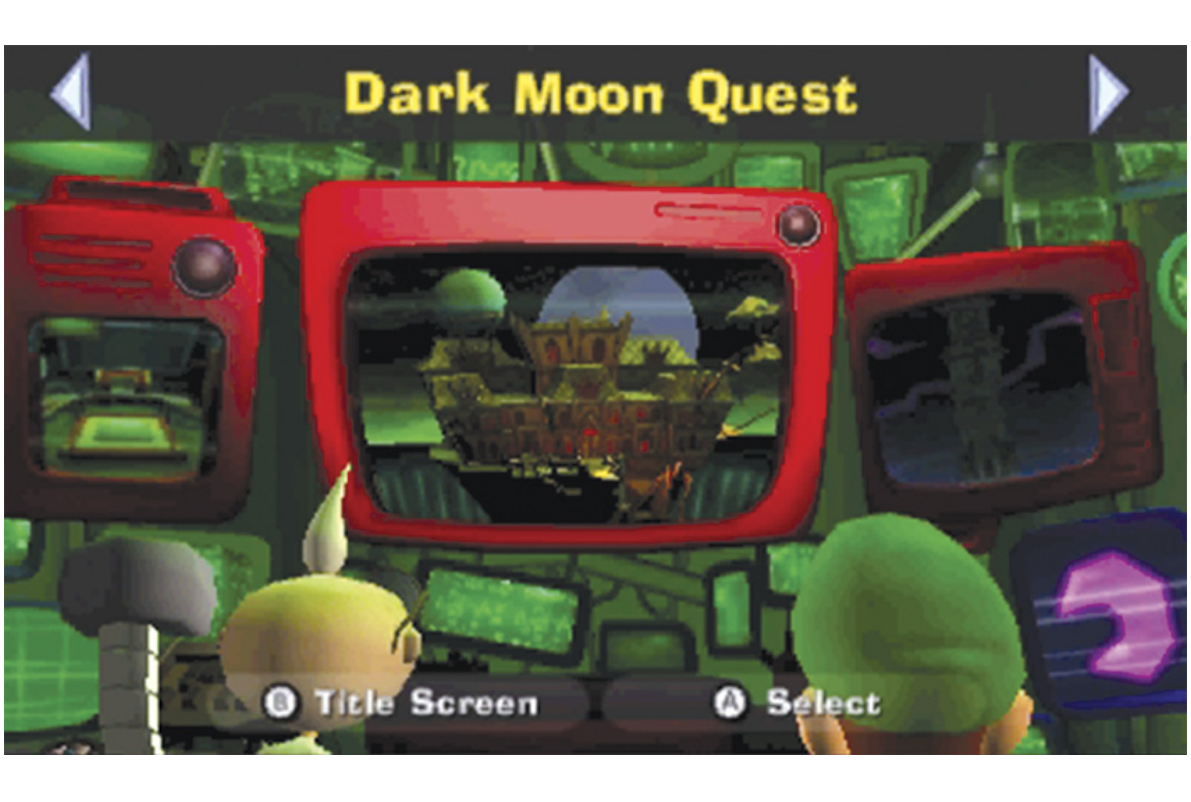
Unlockables

As you unlock new upgrades, the Unlockables device records your progress.

Boo Canister

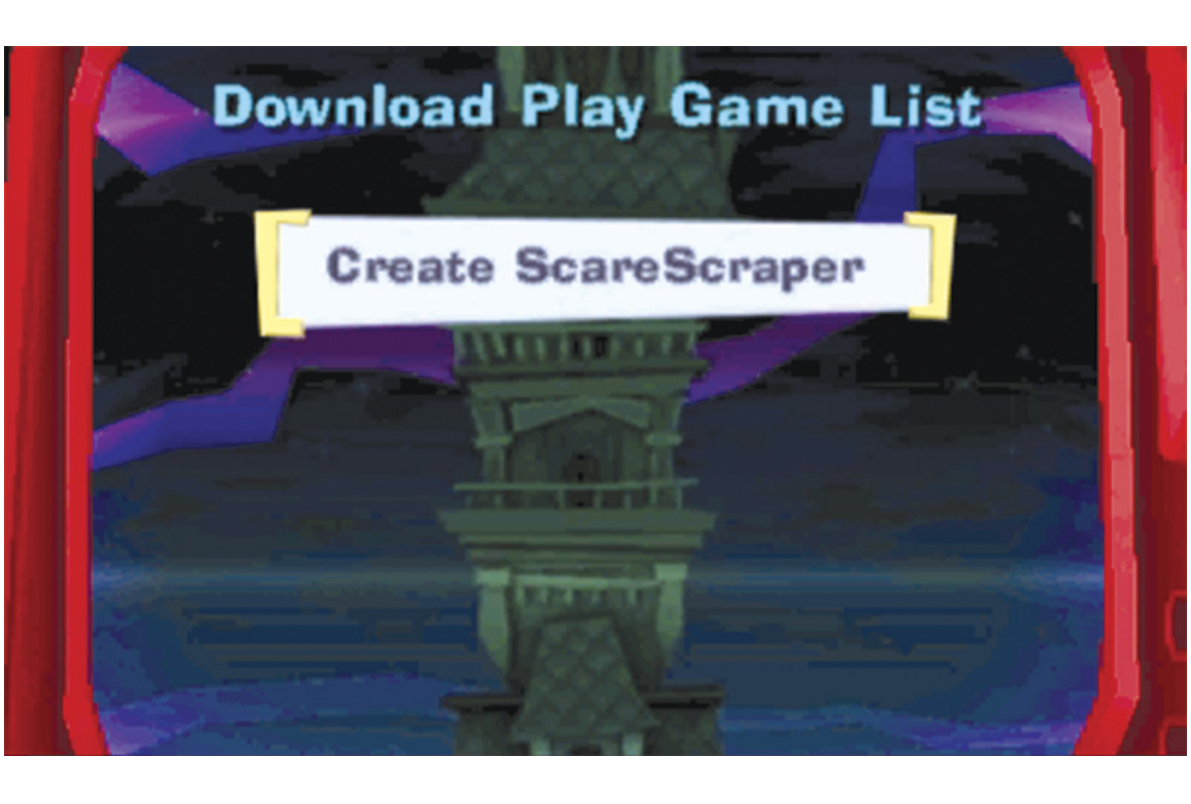
Boos are so troublesome, they're kept separate from the other ghosts. Use the Boo Canister to view all of the Boos you've managed to capture.

Dark Moon Quest



Use the Dark Moon Quest monitor to select available missions, or to review mission descriptions, performance ratings, and which Boos you've managed to collect.

ScareScraper



The ScareScraper monitor allows you to create a custom ScareScraper, or to join a ScareScraper created by another player. Use this monitor whenever you're in the mood for some multi-player fun.

Essential Items

Treasure

Each mansion is packed with treasure, and you'll want to collect as much as possible. You'll find plenty of treasure lying around each mansion, but a thorough search of each area can reveal some impressive treasure stashes. You can also earn treasure by solving optional puzzles and performing well during combat.

When you've collected enough treasure, Professor E. Gadd automatically uses it to upgrade your equipment.

Gold Bones

When your treasure-count is over 200, you have a chance to find a gold bone. If you notice you've collected enough treasure, search available containers until you receive your reward. Once you've earned a gold bone, it has a way of finding you.

When you collect a gold bone, it appears near the treasure-count on the Touch Screen. If you lose all of your health while holding a gold bone, the gold bone disappears and you're automatically revived. If you manage to complete the mission while holding a gold bone, it increases your final treasure count by 200

Gems

Each mansion contains 13 Gems for you to find. Some Gems are in plain sight, but many of them must be earned by solving puzzles and completing bonus challenges. When you collect all 13 of a mansion's Gems, a special statue is added to your Gem Collection back at the Bunker.

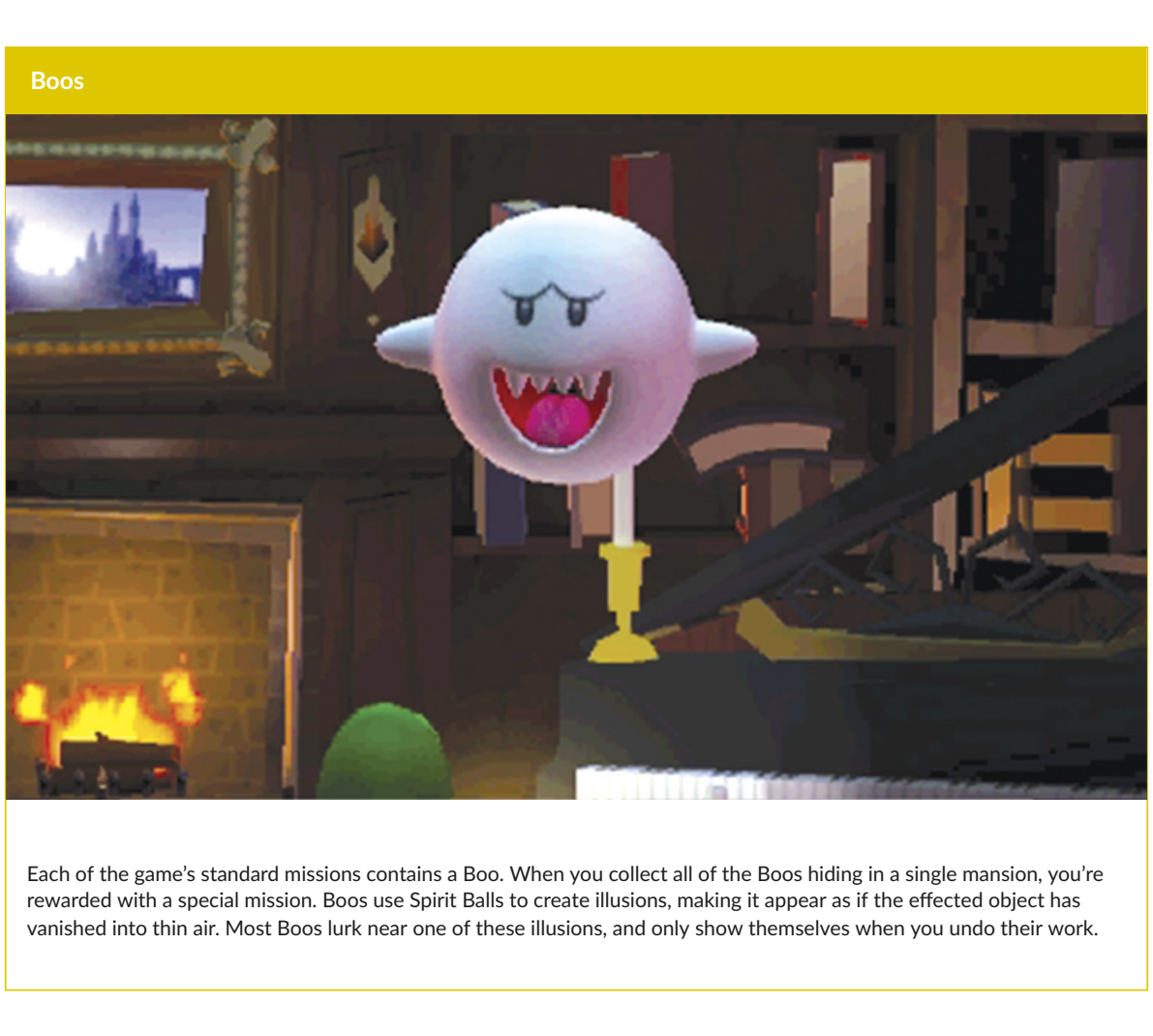
Hearts

Collect Hearts to replenish lost health. Hearts usually only appear when you need them. When you're low on health, search objects and defeat enemies for a chance to earn a Heart.

Keys

Keys allow you to open locked doors that often appear during missions. When you collect a Key, it appears in a box at the top of the Touch Screen. When a red door is marked on the Touch Screen map, you must track down a Key to open it.

Boos



Each of the game's standard missions contains a Boo. When you collect all of the Boos hiding in a single mansion, you're rewarded with a special mission. Boos use Spirit Balls to create illusions, making it appear as if the effected object has vanished into thin air. Most Boos lurk near one of these illusions, and only show themselves when you undo their work.

Missions

The missions that make up the Dark Moon Quest fall into three basic categories: standard missions, boss encounters, and invasion-based missions.

Standard Missions

When using the Dark Moon Quest monitor, you can identify a standard mission by the letter/number designation near the mission title. These missions generally require that you explore new areas, solve puzzles, and battle enemies in order to complete a series of objectives. Each standard mission also contains a unique Boo, which must be captured before you can access the mansion's invasion-based mission.

Boss Encounters

You can identify a boss encounter by the skull icon near the mission title. Boss encounters are limited to specific areas in each mansion, so exploration does not play a large role in these missions. Most boss encounters are divided into three distinct phases, during which you battle some type of Possessor. You must complete a boss encounter to collect the related Dark Moon piece and gain access to the next mansion.

Invasion-Based Missions

You can identify an invasion-based mission by the ghost icon near the mission title. Unlike the other mission types, invasion-based missions aren't automatically unlocked as you progress through the game. To access a mansion's invasion-based mission, you must first collect all of the Boos from the mansion's standard missions and complete the mansion's boss encounter.

Mission Ratings

When you complete a mission, you're awarded a rating of up to three stars based on your performance. The rating you receive is determined by a number of factors, all of which are summarized before you return to the Bunker:

- Clear Time: Complete the mission as quickly as possible to lower your clear time.
- Ghosts Captured: With the exception of boss encounters, it's best to capture as many ghosts as you can find.
- Hearts Lost: Avoid taking damage to keep this number as low as possible.
- Treasure: Perform well during combat and seek out secret treasure stashes to earn as much treasure as you can.

Favoring one factor over all others is likely to hurt your final rating. For example, searching every container in every room will increase your clear time dramatically, whereas rushing through a mission can cause you to miss most of the available treasure. It's usually best to adopt a play-style that accommodates all of these factors.

Tools of the Trade

When you start the Dark Moon Quest, you're not particularly well equipped. As you track down various devices, however, you'll find yourself more than a match for even the toughest ghost.

Equipment

Flashlight

The Flashlight helps you navigate dark areas. This trusty piece of equipment switches on when no other devices are being used.

Poltergust 5000

The Poltergust 5000 is a versatile piece of equipment, and one of the best tools a ghost hunter could want. The Poltergust's vacuum mode allows you to collect items, move a variety of objects, and—most importantly—capture ghosts. Use the Poltergust's blower mode to launch projectiles, clear debris from the nozzle, or simply push items out of your path.

Both of the Poltergust's modes can be used to spin rotors, but the mode you choose determines the direction in which the rotor spins.

Strobulb

The Strobulb emits a bright flash capable of stunning most enemies. Most enemies are only vulnerable while stunned, so the Strobulb plays an important role in ghost hunting. Outside of combat, the Strobulb can be used to activate the green circular panels located throughout the game.

Dark-Light Device

The Dark-Light Device allows you see through illusions. Use this nifty piece of equipment to draw the Spirit Balls out of hidden objects, and to reveal the items trapped within the framed sketches located throughout the game. The Dark-Light Device also reveals invisible ghosts, spectral trails, and secret clues.

Upgrades

Professor E. Gadd uses the treasure you collect to upgrade your equipment. These upgrades are a big help, so make treasure hunting a priority until you've unlocked all of them.

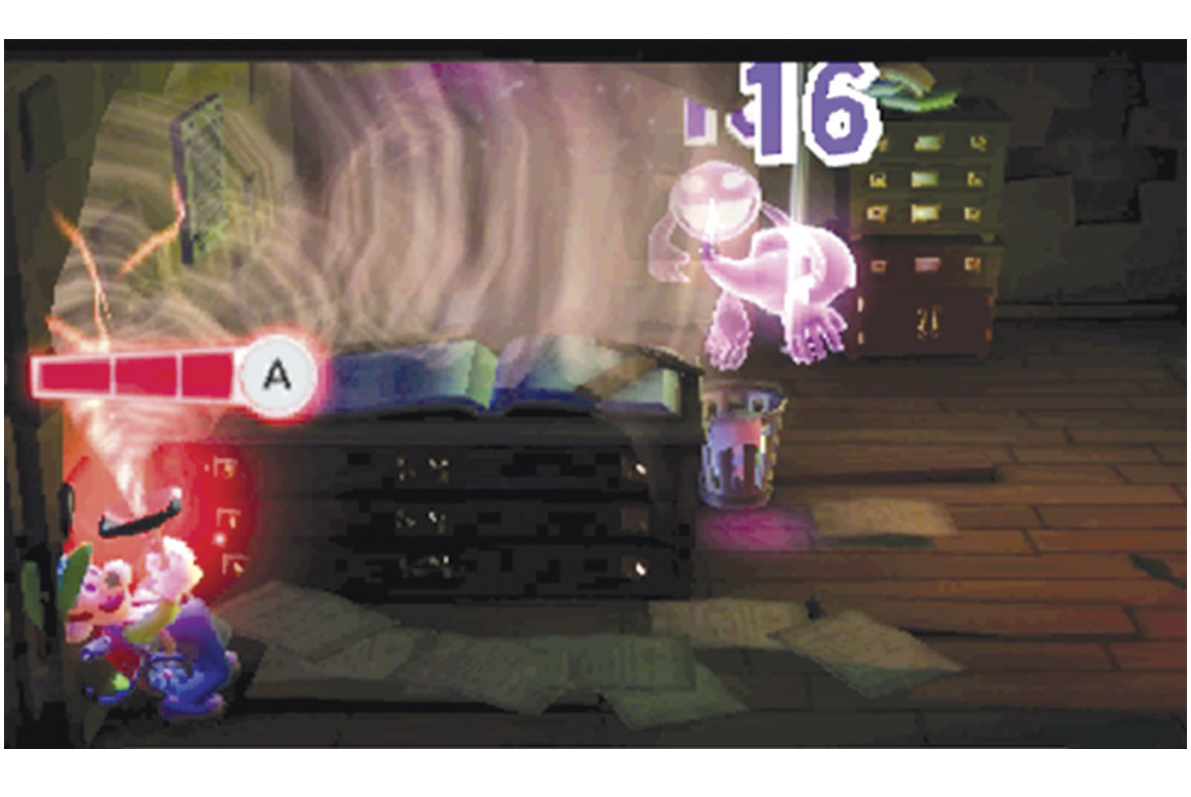
Power Gauge Upgrades

Power Gauge upgrades increase the length of your Power Gauge, allowing you to charge more powerful A-Pulls. This is a great help in dealing with tougher enemies, but it's also very handy for collecting treasure. When you use a fully charged A-Pull to capture a struggling ghost, you'll usually receive a nice treasure reward.

Dark Light Upgrades

Dark Light upgrades increase the amount of Dark Energy you can store, which in turn increases the amount of time the Dark-Light Device can be used without recharging. These upgrades make it much easier to follow spectral trails and search for invisible ghosts.

Super Poltergust



The Super Poltergust increases the speed at which your Power Gauge fills. This allows you to perform more A-Pulls in less time. Wether you're facing a group of enemies or one particularly durable ghost, the Super Poltergust gives you a big advantage in battle.

Note

Each available upgrade is automatically unlocked when E. Gadd's Vault contains the required amount of treasure.

Available Upgrades

Upgrade	Required Treasure
Power Gauge Level 2	2000
Dark Light Level 2	4000
Power Gauge Level 3	7000
Dark Light Level 3	10000
Super Poltergust	20000

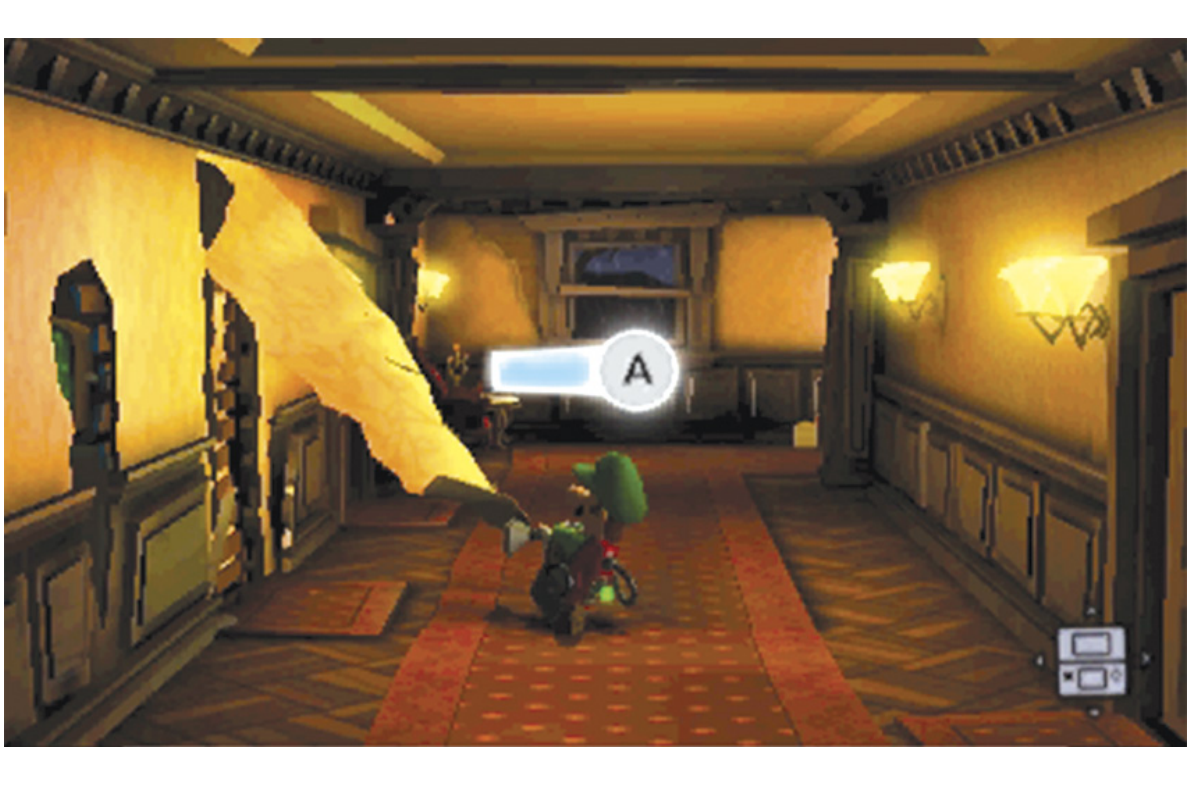
Controlling Luigi

Basic Movement

Walk	Circle Pad
Run	Circle Pad +
Look/Aim Up	
Look/Aim Down	

Using Equipment

Using the Poltergust



Hold R to use the Poltergust's vacuum mode. Hold L to use the blower mode.

To perform an A-Pull, vacuum an object or enemy, then slide the Circle Pad in the opposite direction to fill the Power Gauge. When at least one segment of the Power Gauge is full, press A to execute the A-Pull.

While the Poltergust is latched onto an enemy, press B to jump in the air and dodge incoming attacks.

Using the Strobulb

Press A to flash the Strobulb. Hold A to charge the Strobulb, then release the button to produce a larger flash.

Using the Dark-Light Device

Hold Y to use the Dark-Light Device. Release the button to allow the Dark-Light Device to recharge.

Contextual Controls

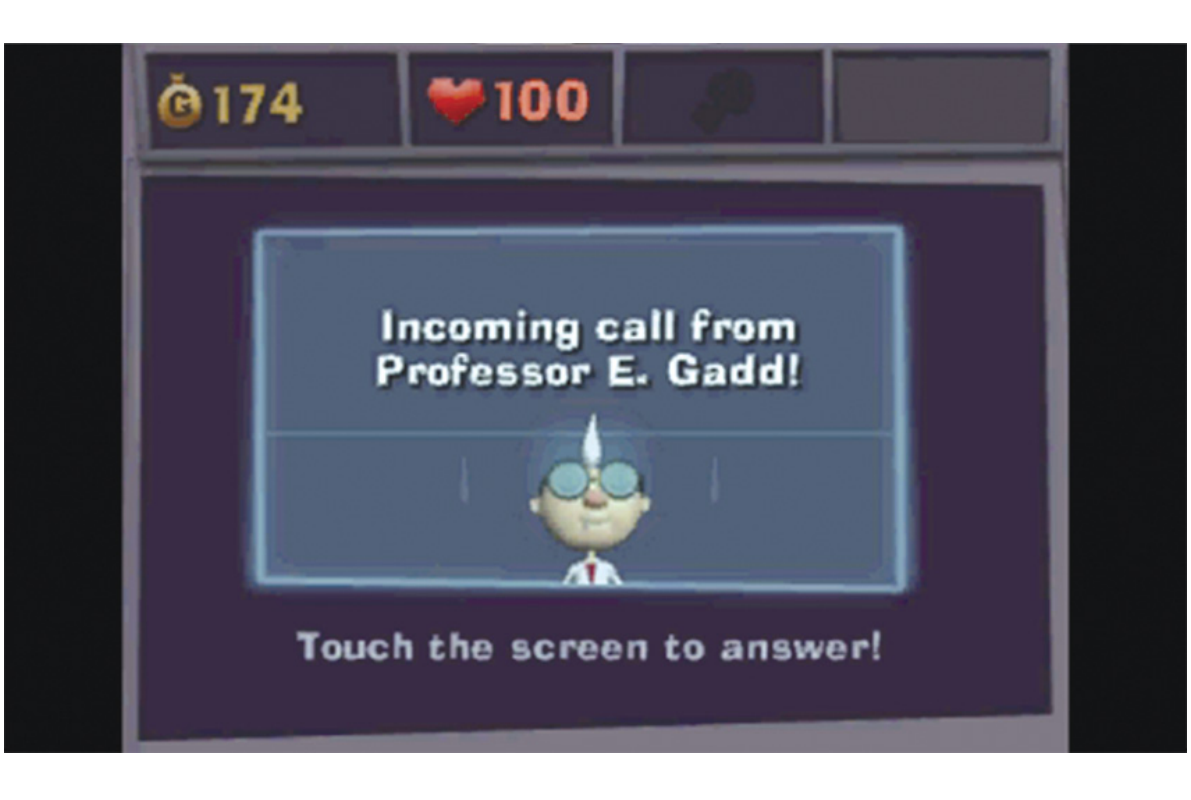
Investigate/Interact

When the X prompt appears on the screen, press X to investigate the indicated object. Depending on the object, this allows you to search containers, peek through windows, open doors, and more.

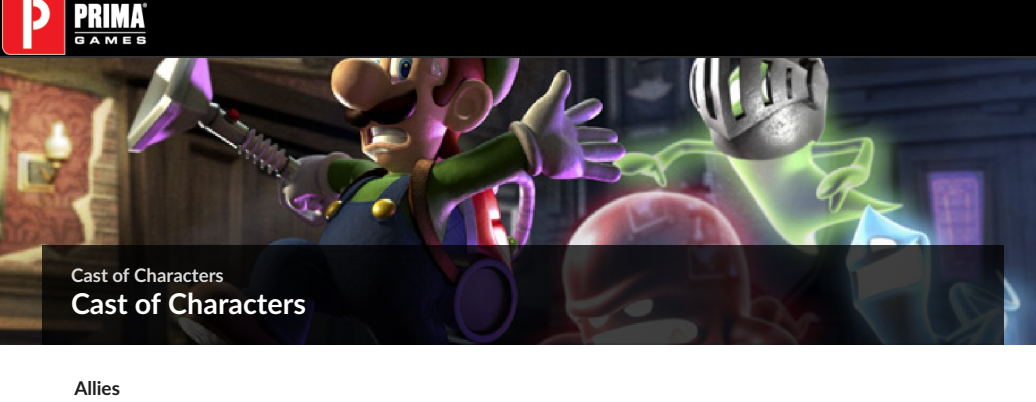
Tilt

Tilt the Nintendo 3DS System to maintain your balance as you move across narrow beams and pipes. Tilting can also be used to control the camera when you peek through walls, or to fine-tune your aim while using certain devices. When this option is available, a special icon appears in the screen's lower-right corner.

Answer Call


174
100
Incoming call from Professor E. Gadd!
Touch the screen to answer!

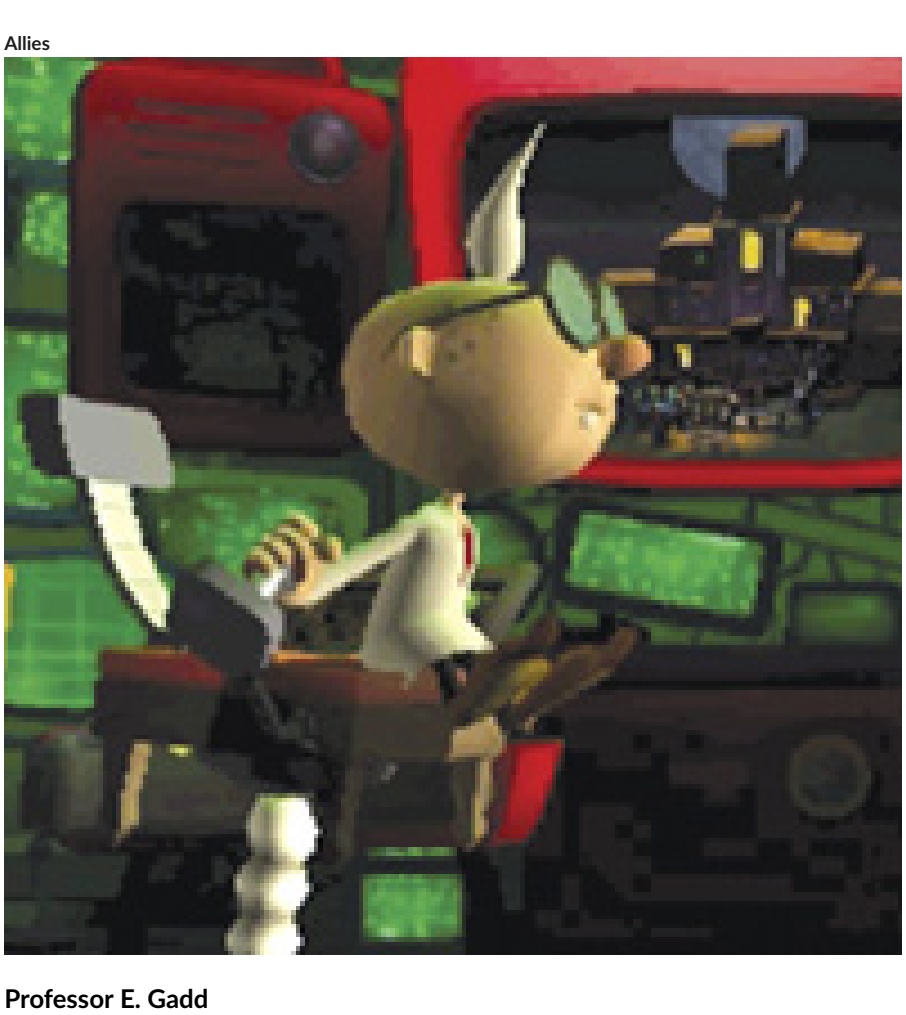
When Professor E. Gadd calls you, tap the Touch Screen to answer the Duel Scream.



Cast of Characters

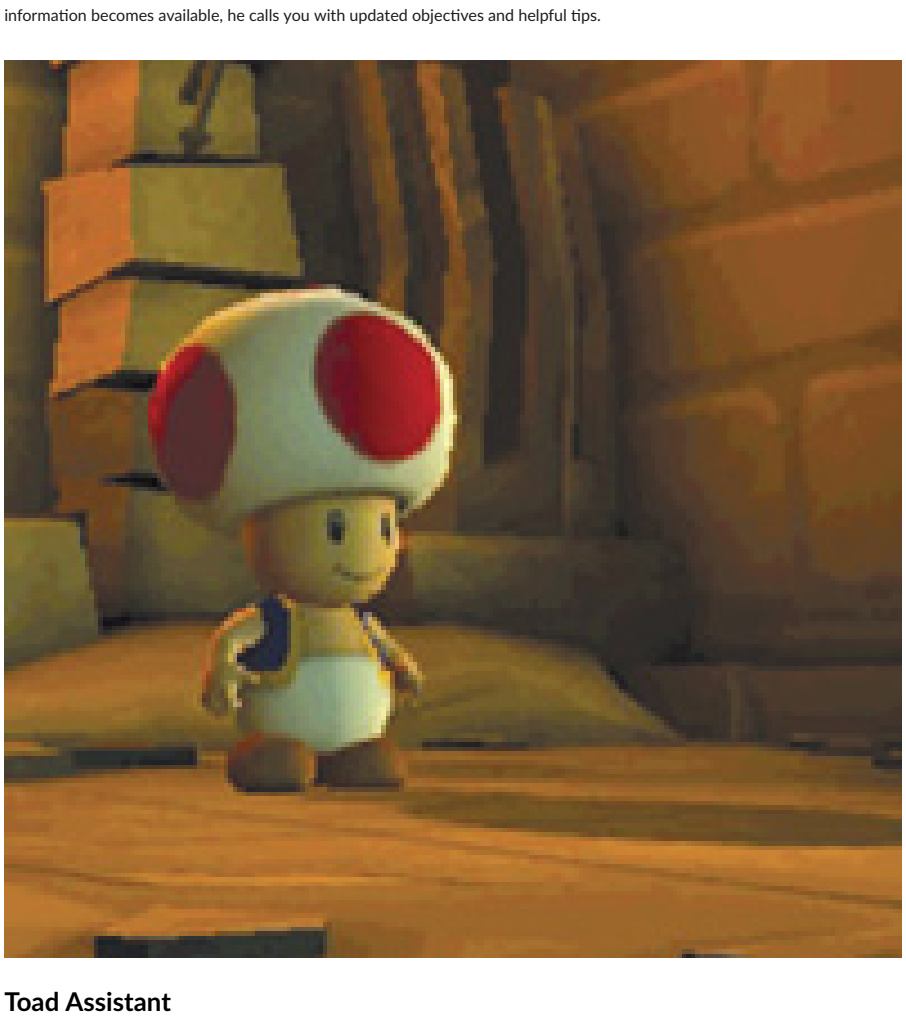
Cast of Characters

Allies



Professor E. Gadd

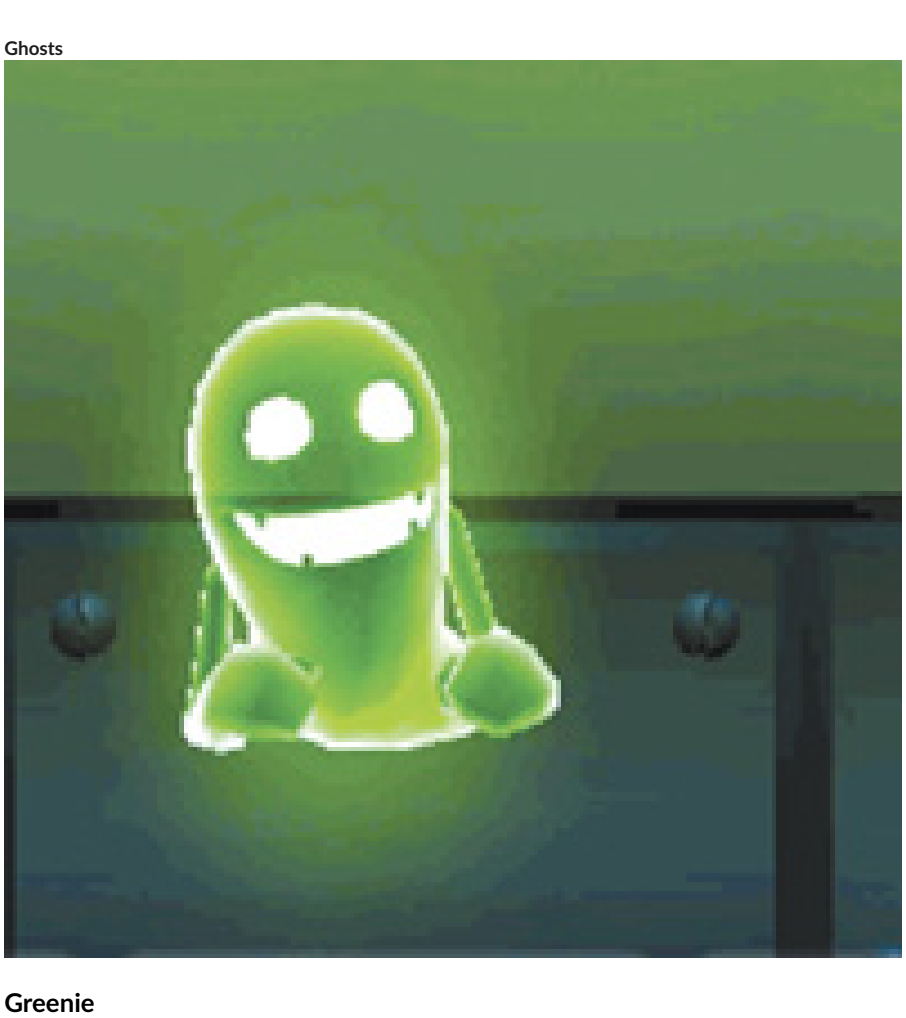
From the safety of the Bunker, Professor E. Gadd monitors the paranormal activity throughout Evershade Valley. As new information becomes available, he calls you with updated objectives and helpful tips.



Toad Assistant

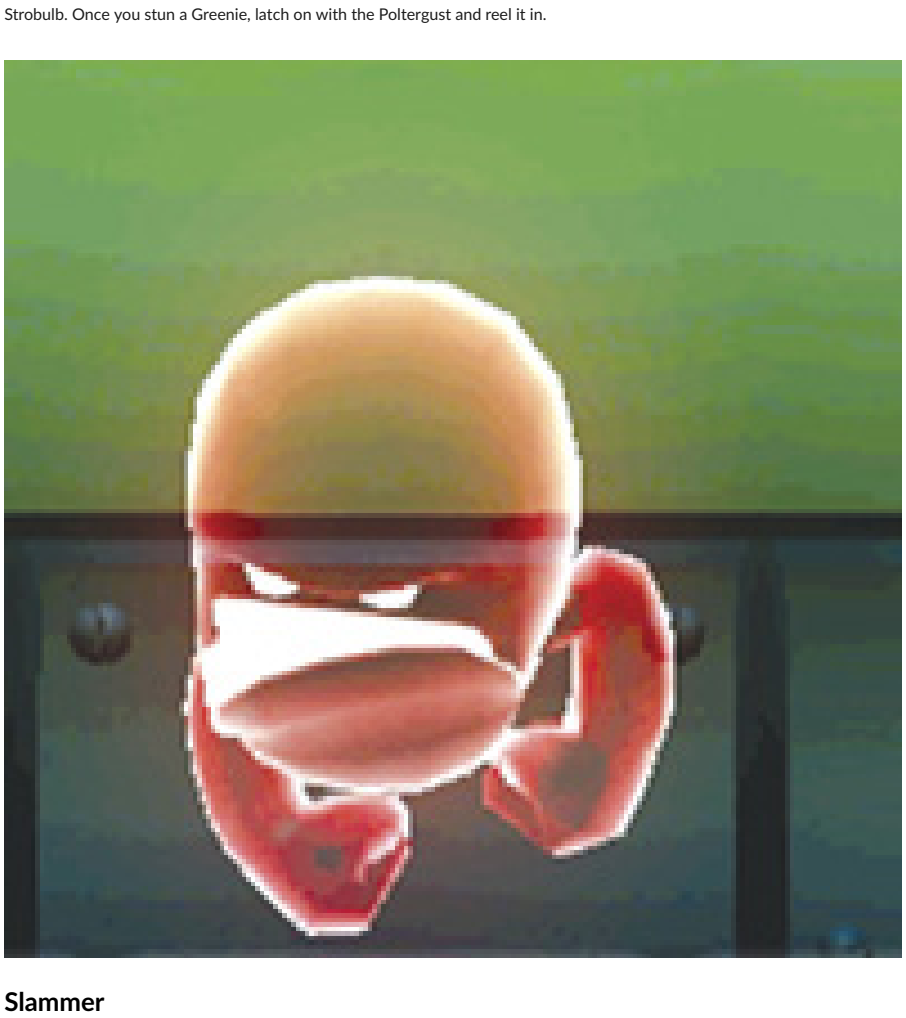
These Toad Assistants aren't much good in a fight, but they're more than happy to help you solve puzzles and collect items. Free these imprisoned Toads and see them safely to the Bunker.

Ghosts



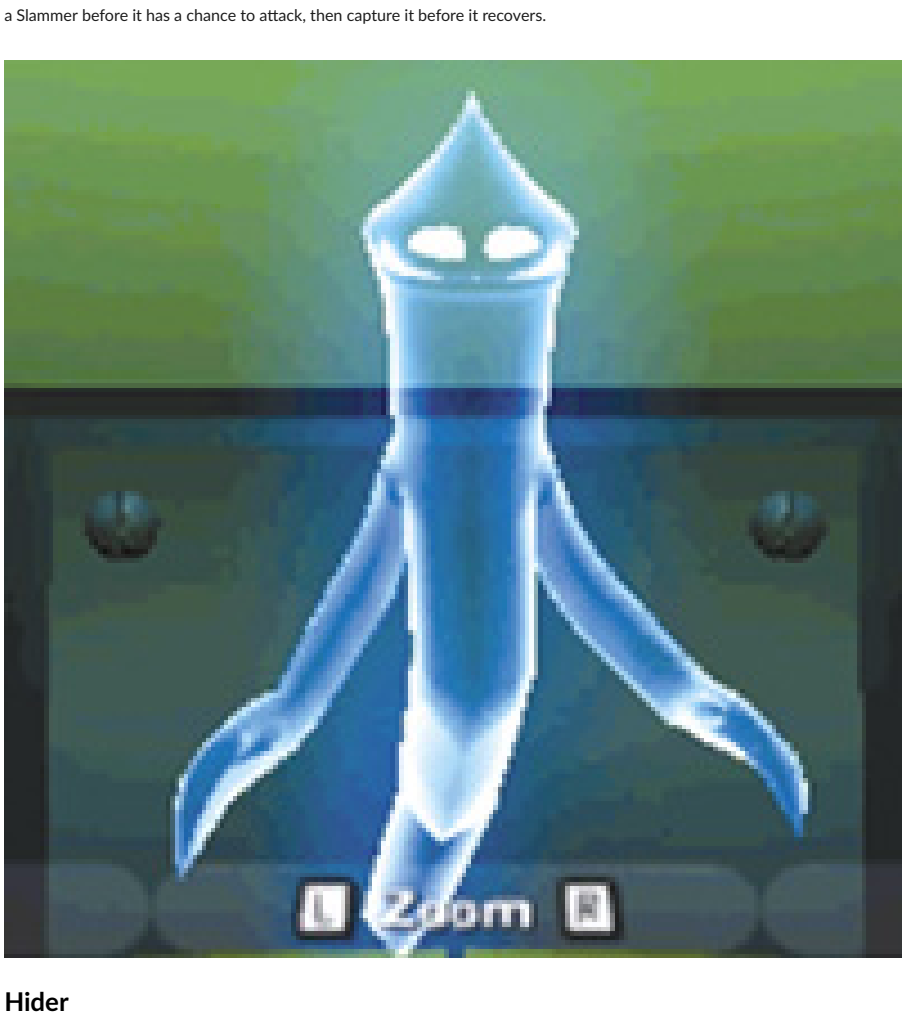
Greenie

Greenies aren't particularly strong, but they often make up for this by wielding everything from rolling pins to antique swords. If a Greenie is equipped with a weapon or a piece of armor, you must choose just the right moment to flash it with the Strobulb. Once you stun a Greenie, latch on with the Poltergust and reel it in.



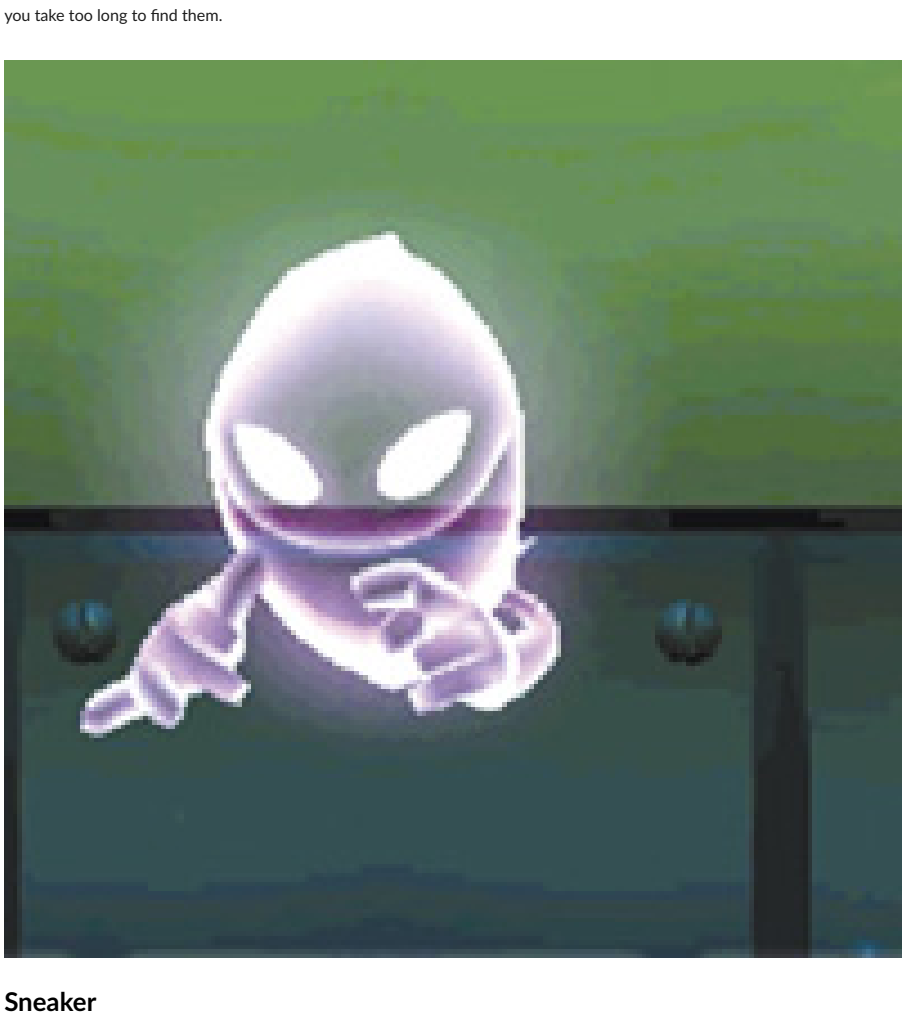
Slammer

Slammers are fairly tough, and their attacks are surprisingly difficult to dodge. Don't take any chances with these brutes—flash a Slammer before it has a chance to attack, then capture it before it recovers.



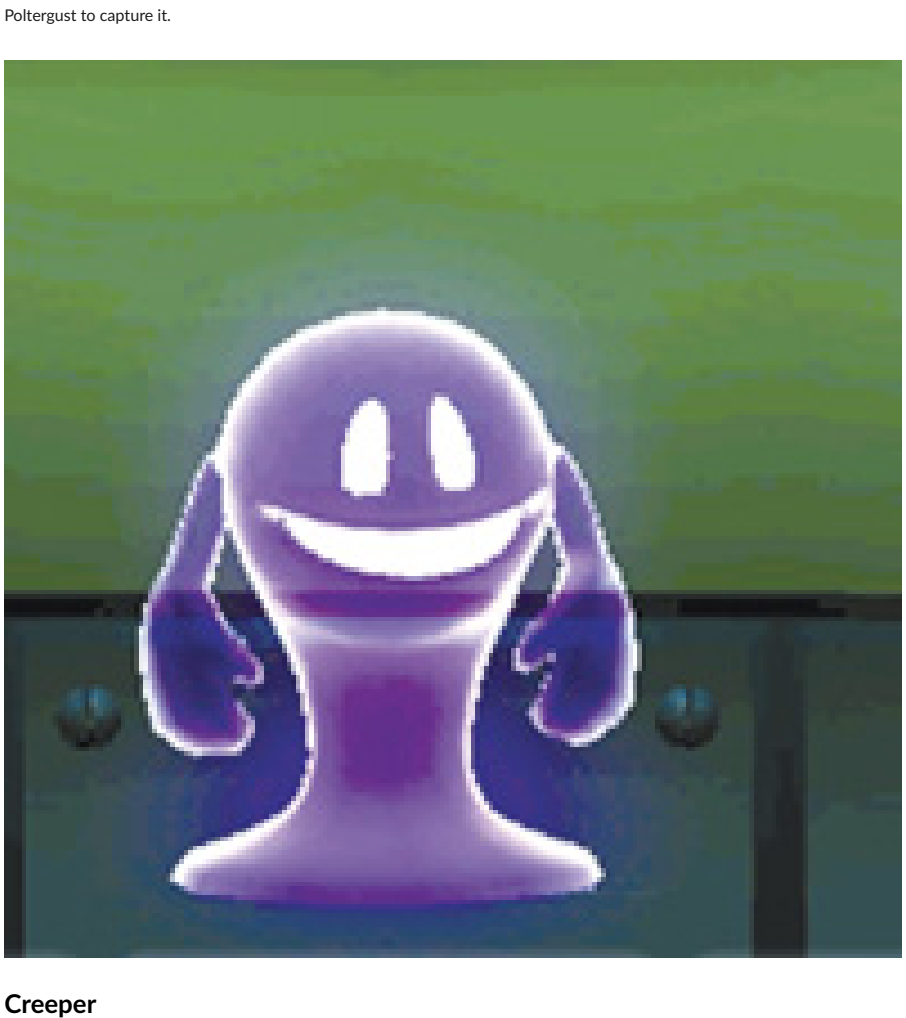
Hider

Rather than charge into battle, Hiders prefer to attack from cover. When a Hider vanishes from sight, search the surrounding containers until you find it. Flash the revealed ghost and capture it while it's stunned. Be quick! Hiders throw objects at you if you take too long to find them.



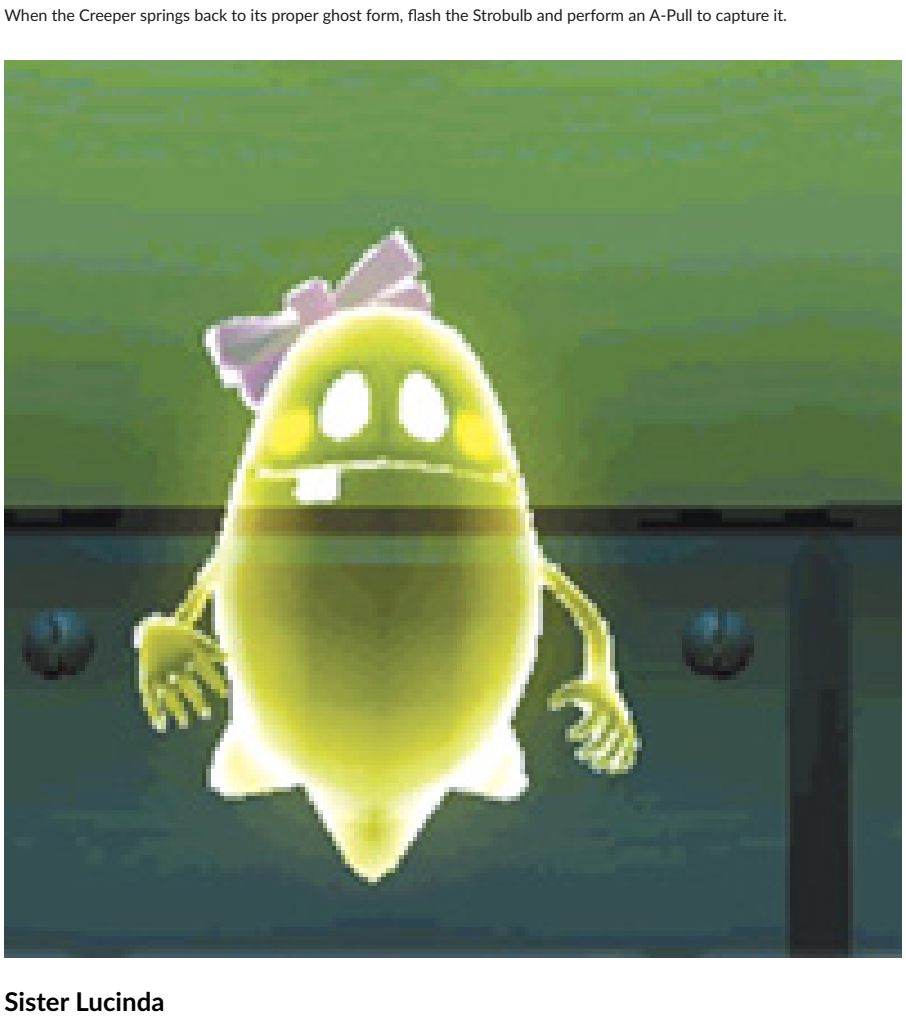
Sneaker

Sneakers are quick and clever. Once a Sneaker turns invisible, you won't usually see it again until it attacks. Use the Dark-Light Device to reveal these ghosts, or flash them before they have a chance to slip behind you. Once you stun a Sneaker, use the Poltergust to capture it.



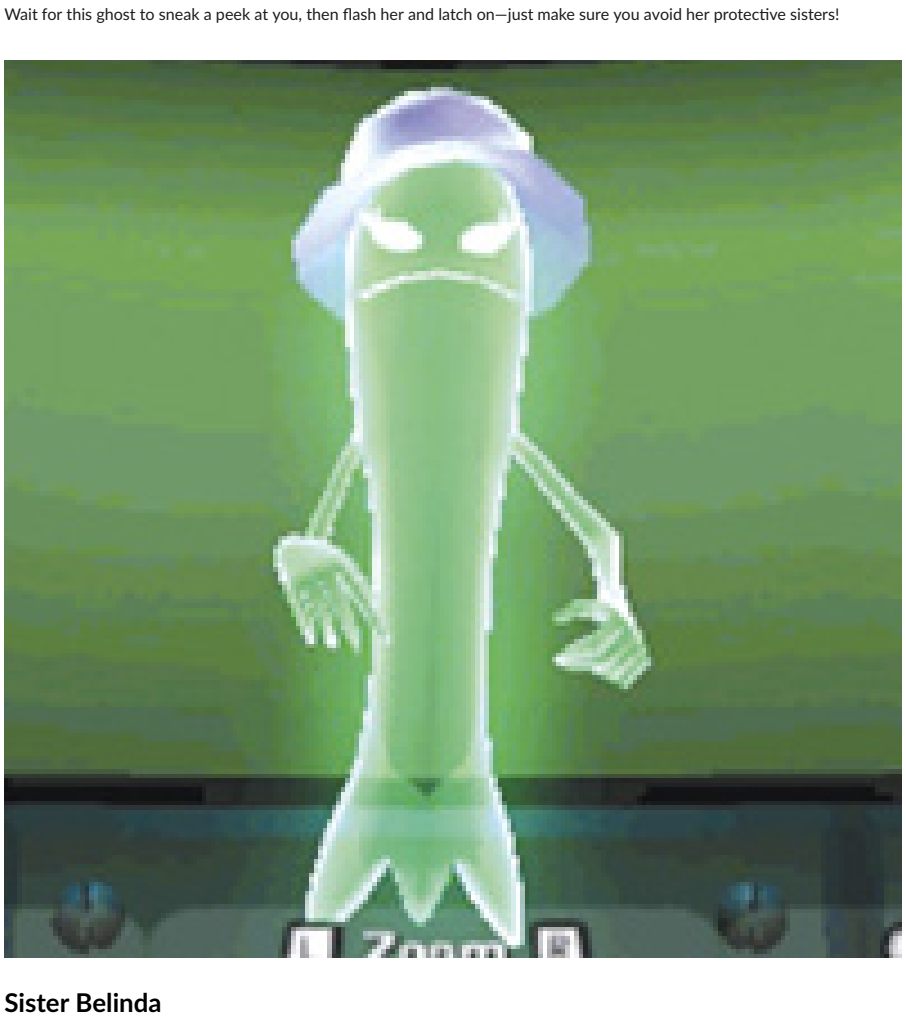
Creeper

Creepers transform into puddles and wait for you to stroll by. Once you're caught it a Creeper's trap, you must struggle to break free. Look for these ghosts on floors and ceilings. When you find one, use the Dark-Light Device to agitate the puddle. When the Creeper springs back to its proper ghost form, flash the Strobulb and perform an A-Pull to capture it.



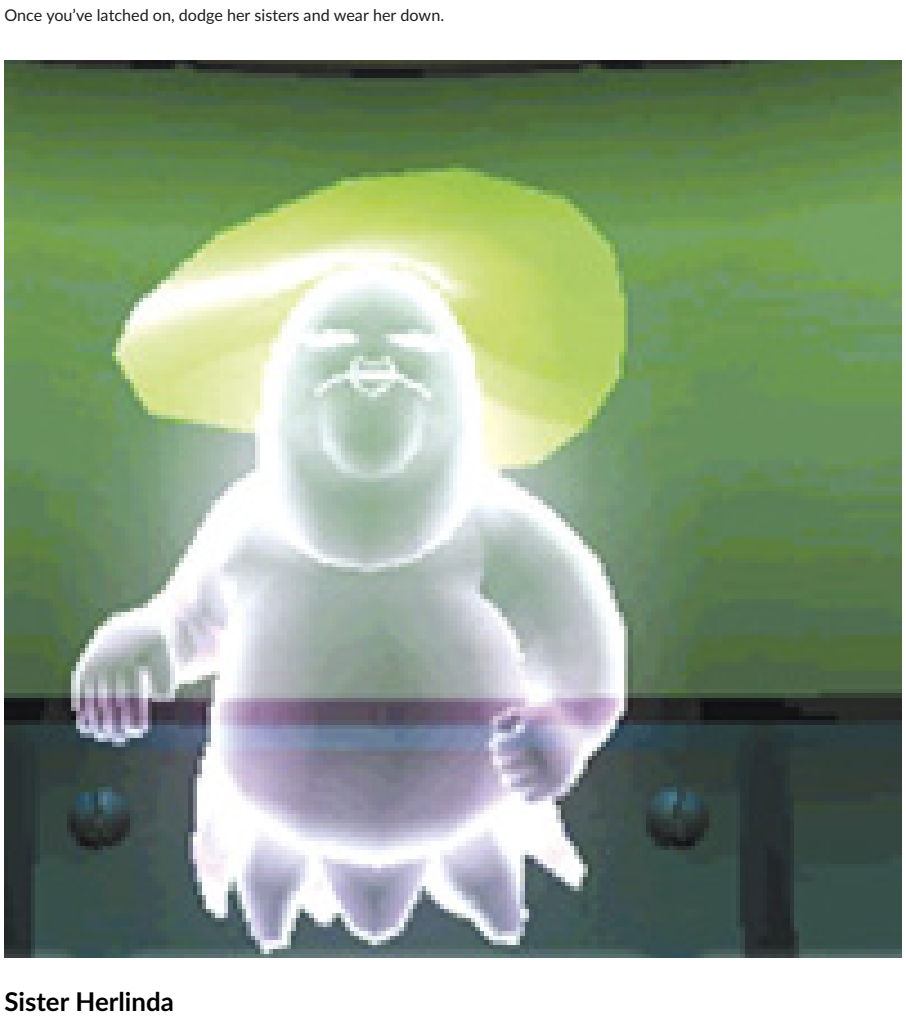
Sister Lucinda

Sister Lucinda is one of the Three Sisters that appear in B-3 Graveyard Shift. Her hand mirror protects her from the Strobulb. Wait for this ghost to sneak a peek at you, then flash her and latch on—just make sure you avoid her protective sisters!



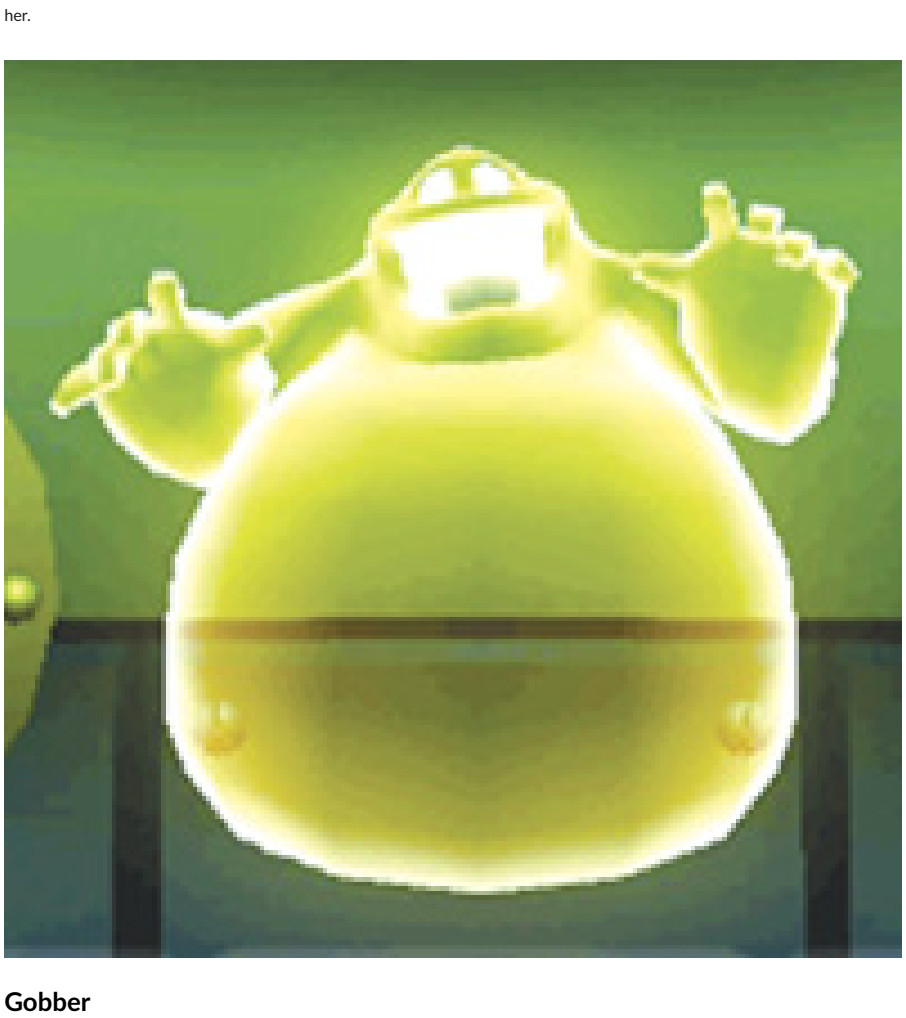
Sister Belinda

Sister Belinda is another of the Three Sisters. She behaves just like Lucinda, so use the same methods to catch her off guard. Once you've latched on, dodge her sisters and wear her down.



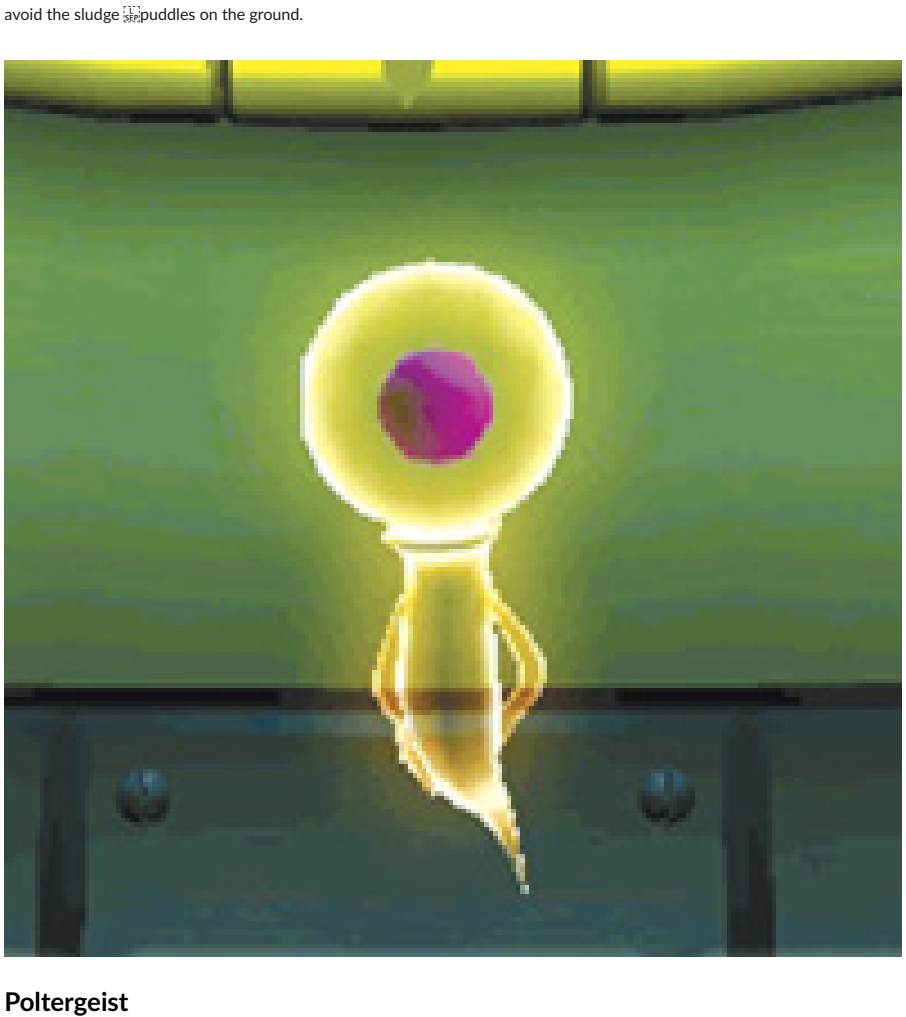
Sister Herlinda

Sister Herlinda is the last member of the Three Sisters. Like Lucinda and Belinda, she spends most of her time staring at her own reflection. Flash her whenever she moves the mirror, then latch on and dodge her sisters' attacks as you gradually weaken her.



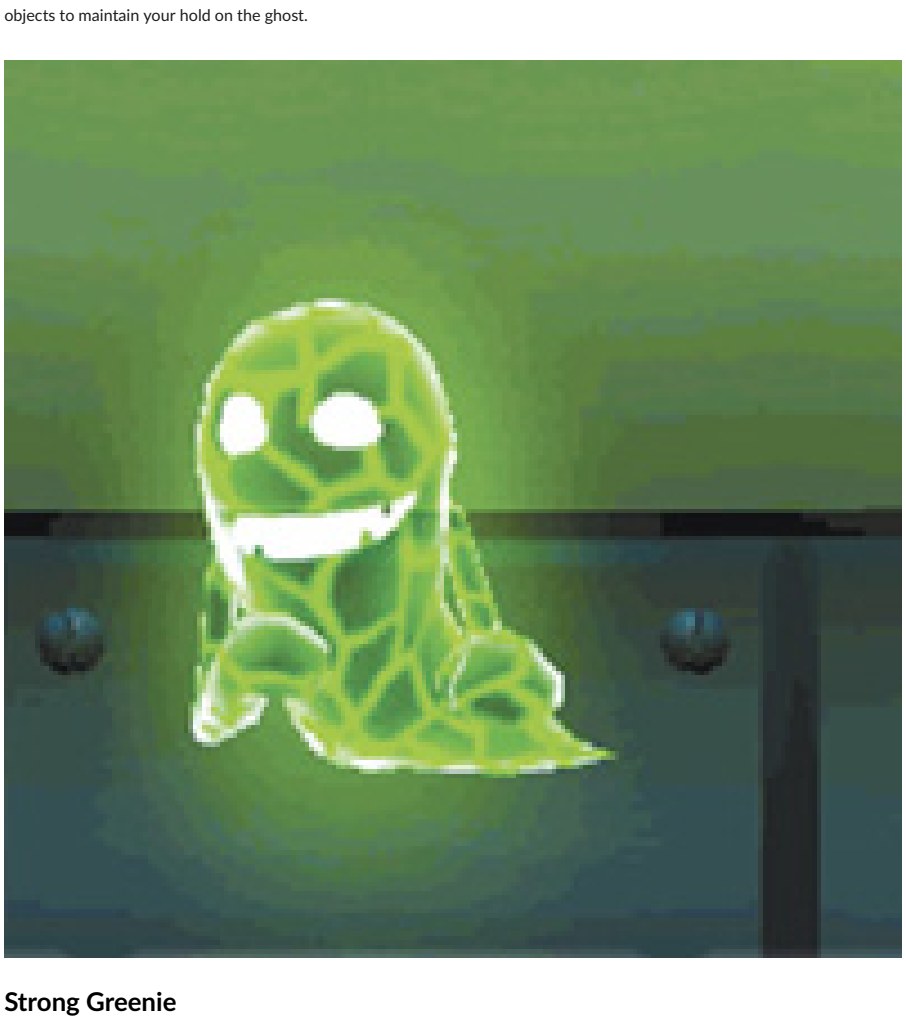
Gobber

Gobbers are stationary ghosts that attack by spitting sludge. Flash a Gobber to stun it, then latch on with the Poltergust and wear it down. As you struggle with this immovable ghost, it continues its attacks. Dodge the sludge flying through the air and avoid the sludge puddles on the ground.



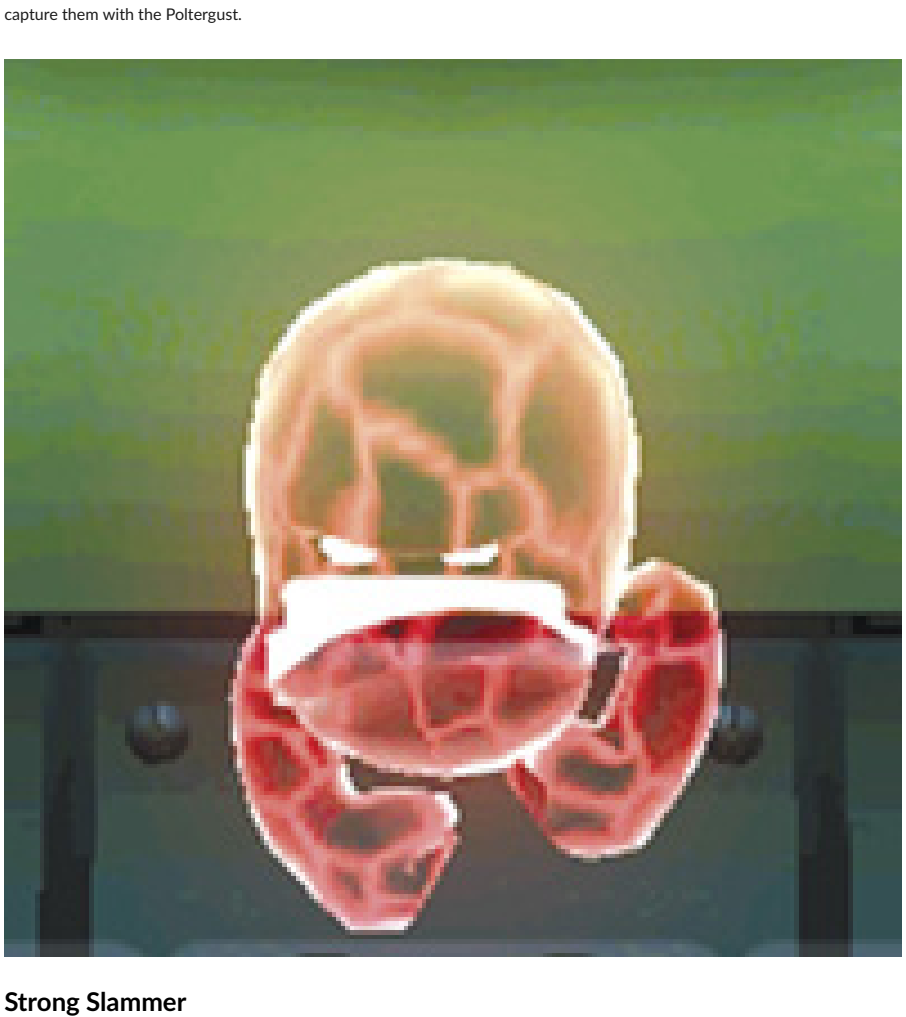
Poltergeist

Poltergeists appear in A-3 Quiet Please. This ghost's highly developed brain grants it telekinetic powers. Poltergeists stay out of sight, preferring to attack from a distance. Watch for trembling objects that indicate an impending attack, then flash the area to catch the Poltergeist off guard. The Poltergeist continues its attacks during the struggle, so you'll have to dodge incoming objects to maintain your hold on the ghost.



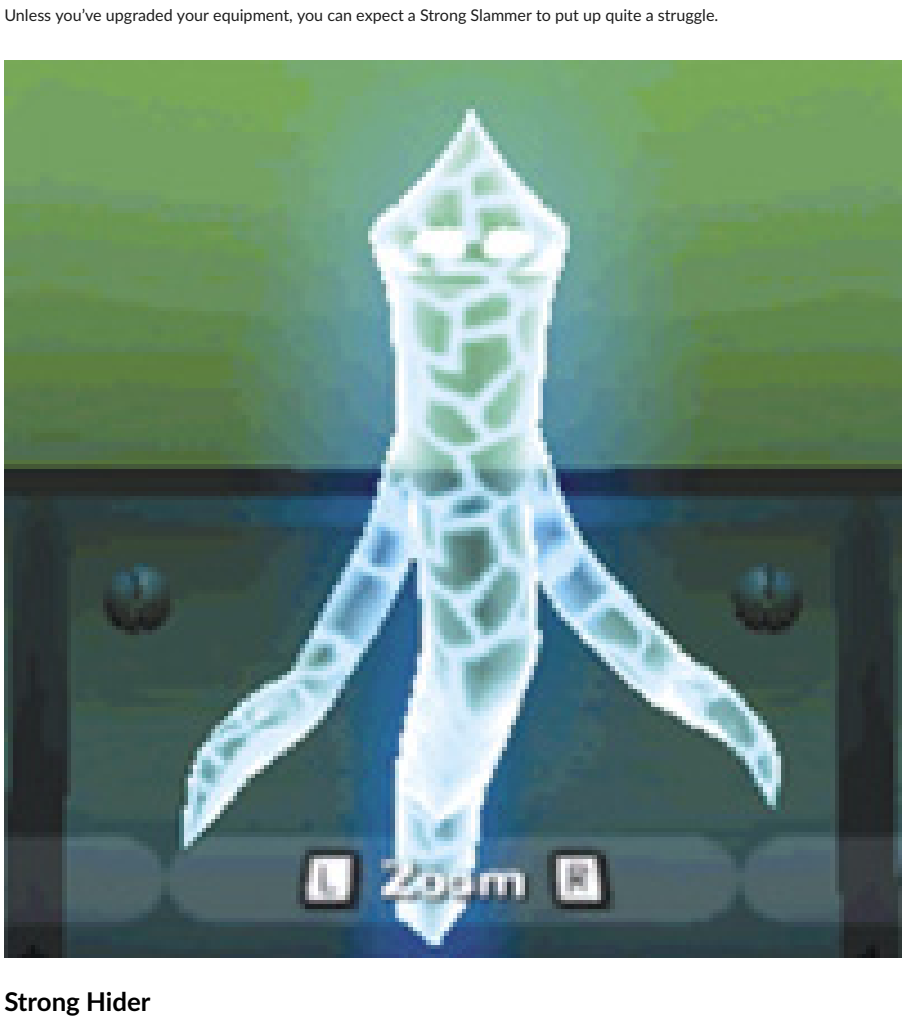
Strong Greenie

Strong Greenies are much tougher than the standard variety, but they exhibit the same behaviors. Flash these ghosts, then capture them with the Poltergust.



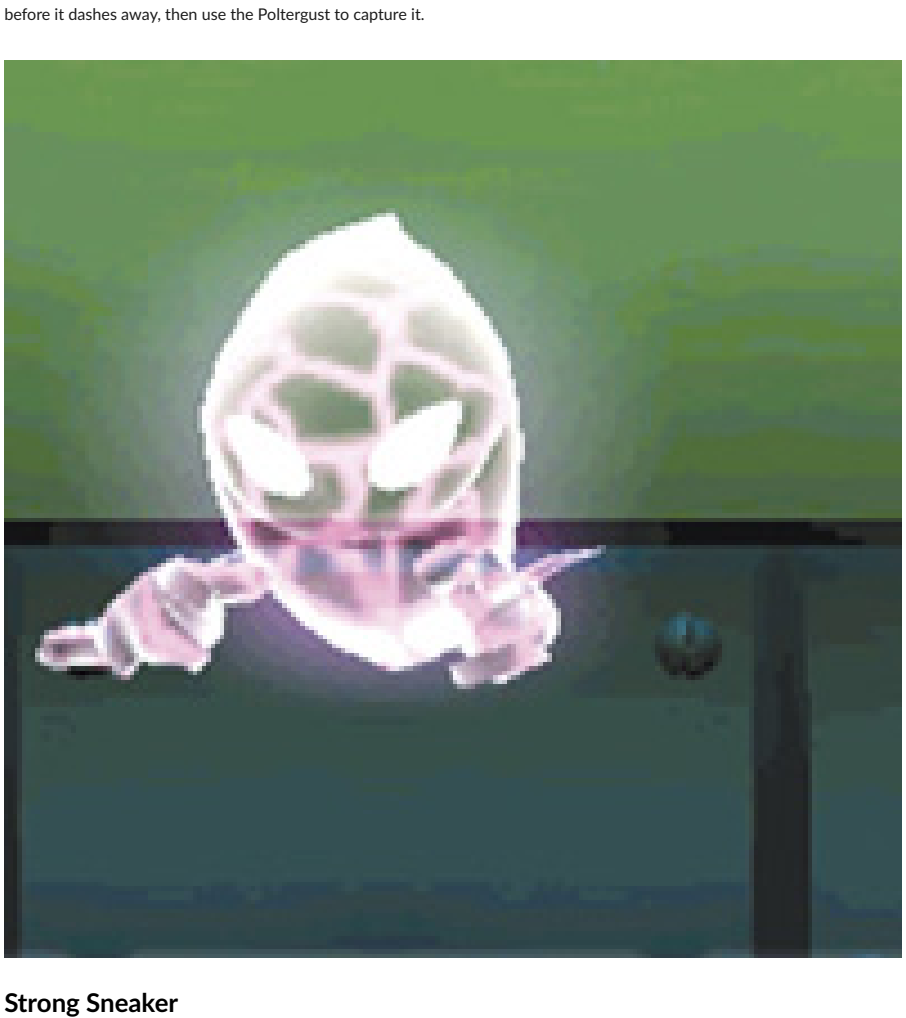
Strong Slammer

Slammers are formidable, but Strong Slammers are downright nasty! Flash these ghosts and latch on to wear them down. Unless you've upgraded your equipment, you can expect a Strong Slammer to put up quite a struggle.



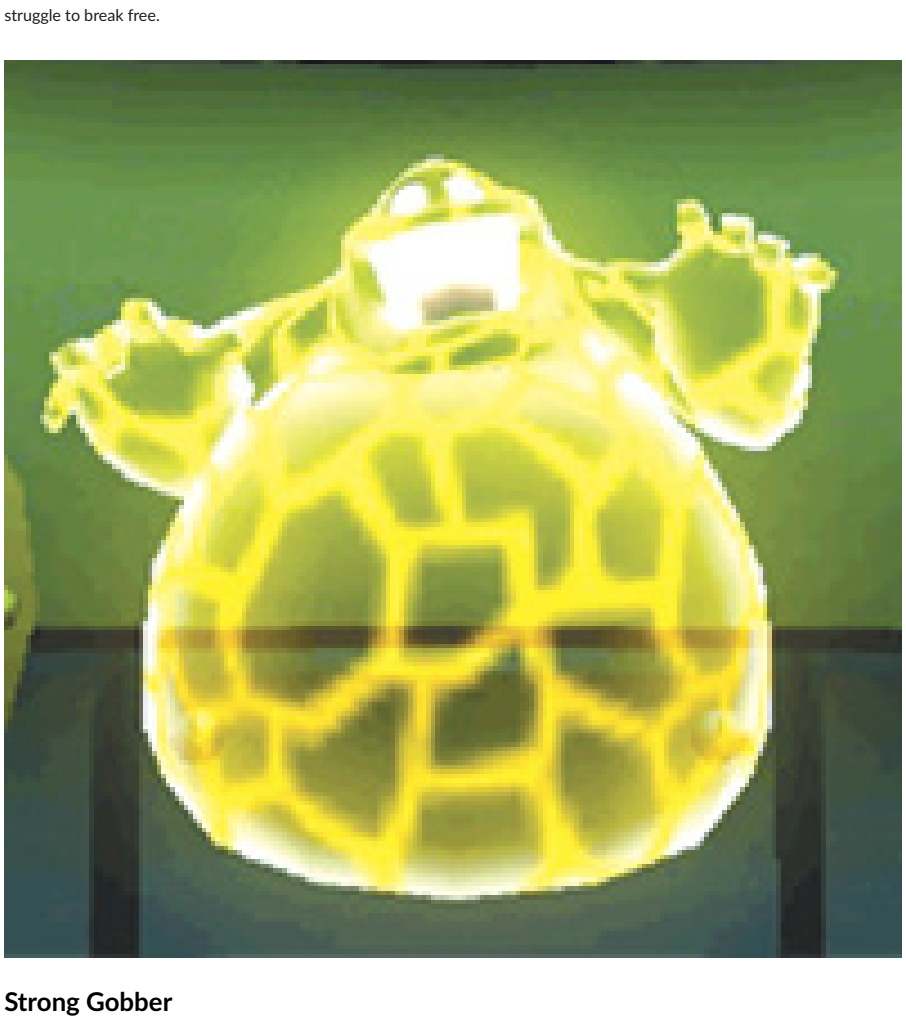
Strong Hider

Strong Hiders behave just like the standard variety, but they're much more durable. When you find a Strong Hider, flash it before it dashes away, then use the Poltergust to capture it.



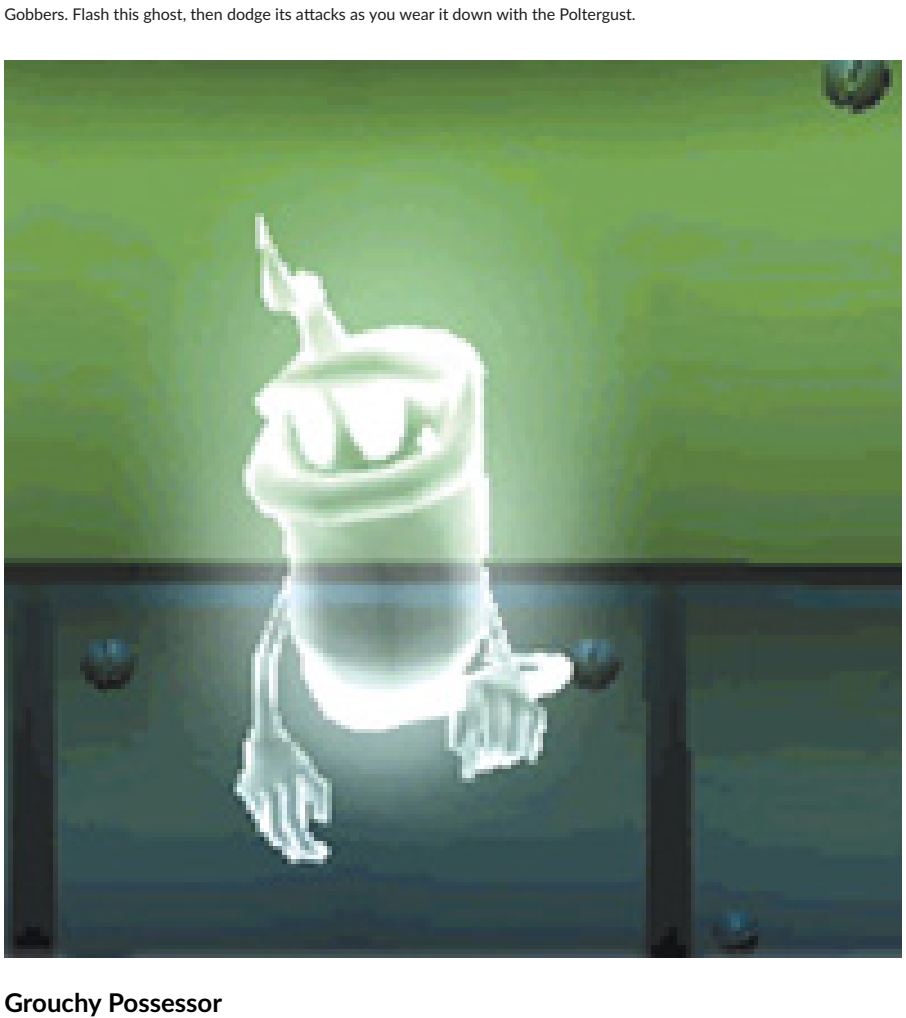
Strong Sneaker

Strong Sneakers are even more troublesome than the normal variety. Flash them and latch on, then wear them down as they struggle to break free.



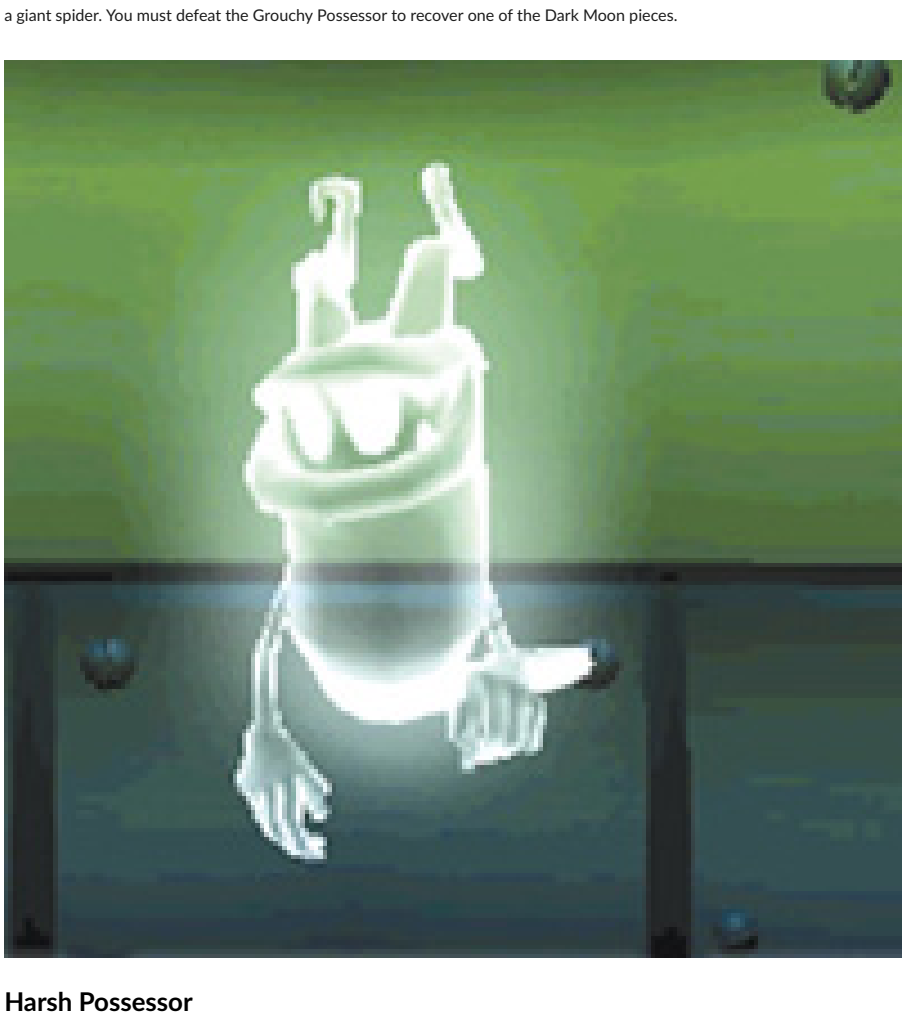
Strong Gobber

Strong Gobbers can absorb an impressive amount of damage. Other than their increased toughness, they act just like normal Gobbers. Flash this ghost, then dodge its attacks as you wear it down with the Poltergust.



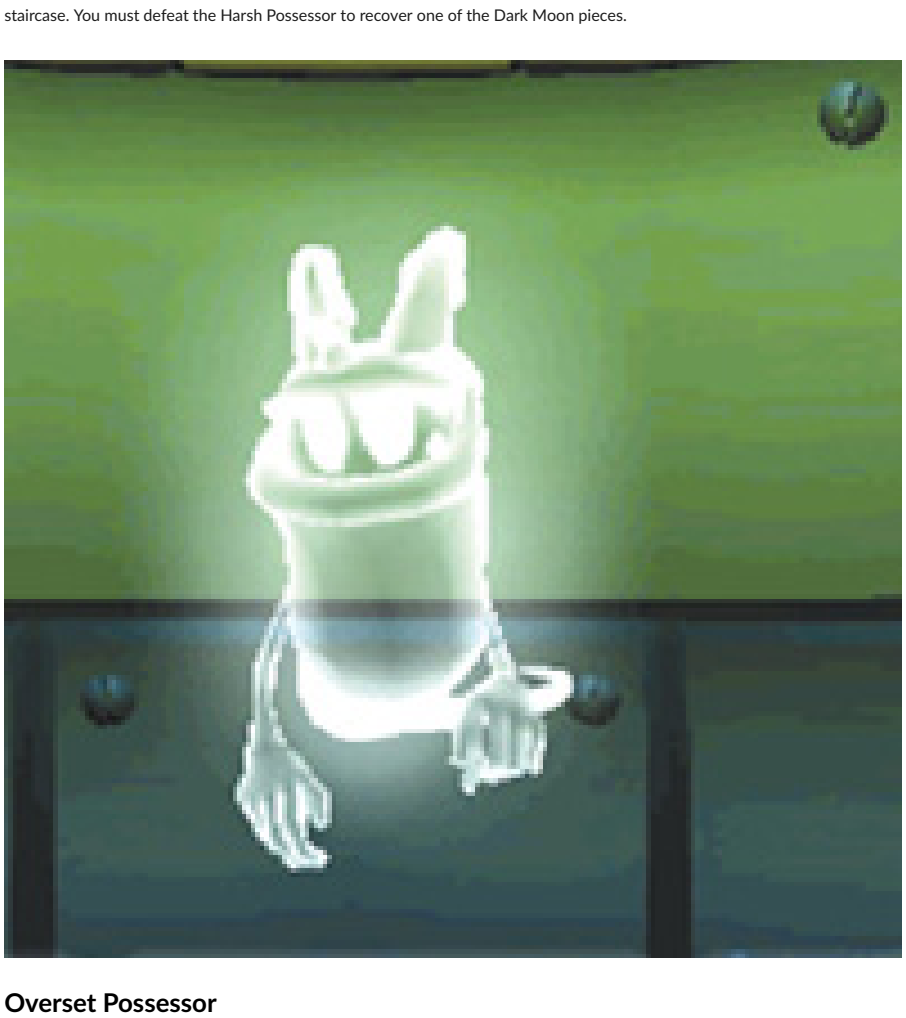
Grouchy Possessor

The Grouchy Possessor appears in the Gloomy Manor boss encounter. During the mission, this powerful ghost takes control of a giant spider. You must defeat the Grouchy Possessor to recover one of the Dark Moon pieces.



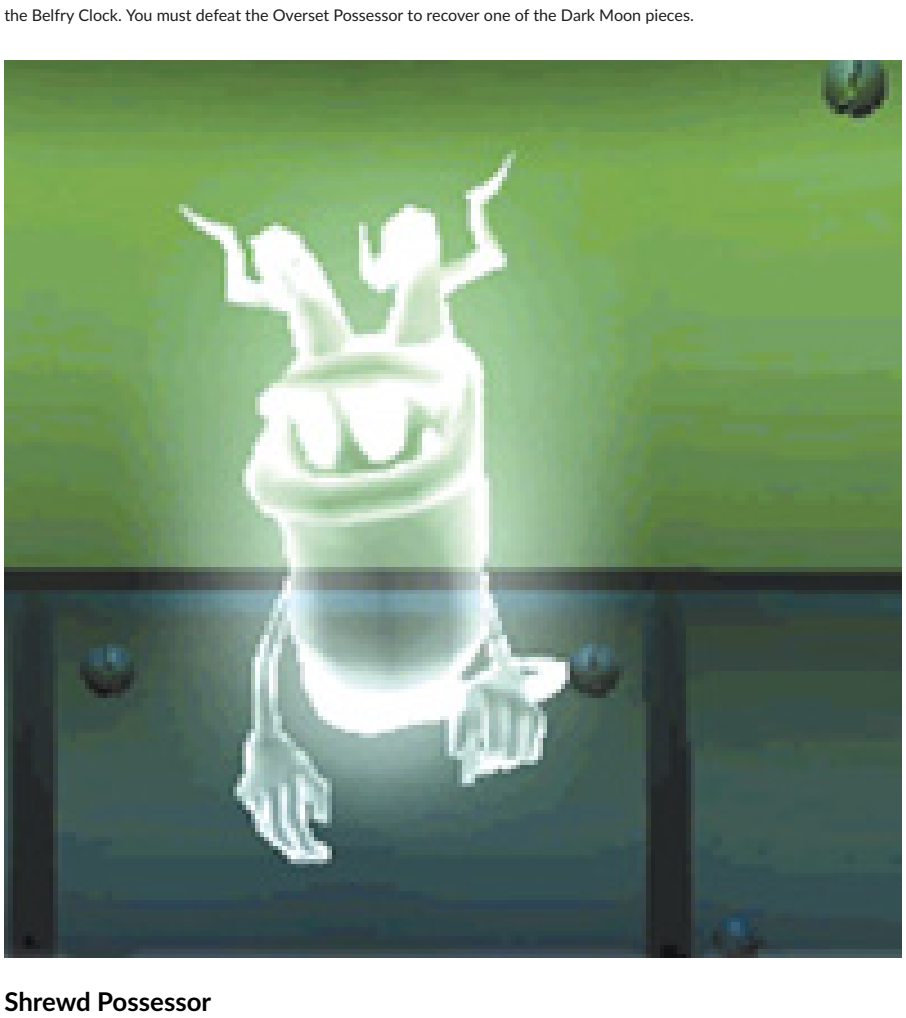
Harsh Possessor

The Harsh Possessor appears in the Haunted Towers boss encounter. During the mission, this powerful ghost takes control of a staircase. You must defeat the Harsh Possessor to recover one of the Dark Moon pieces.



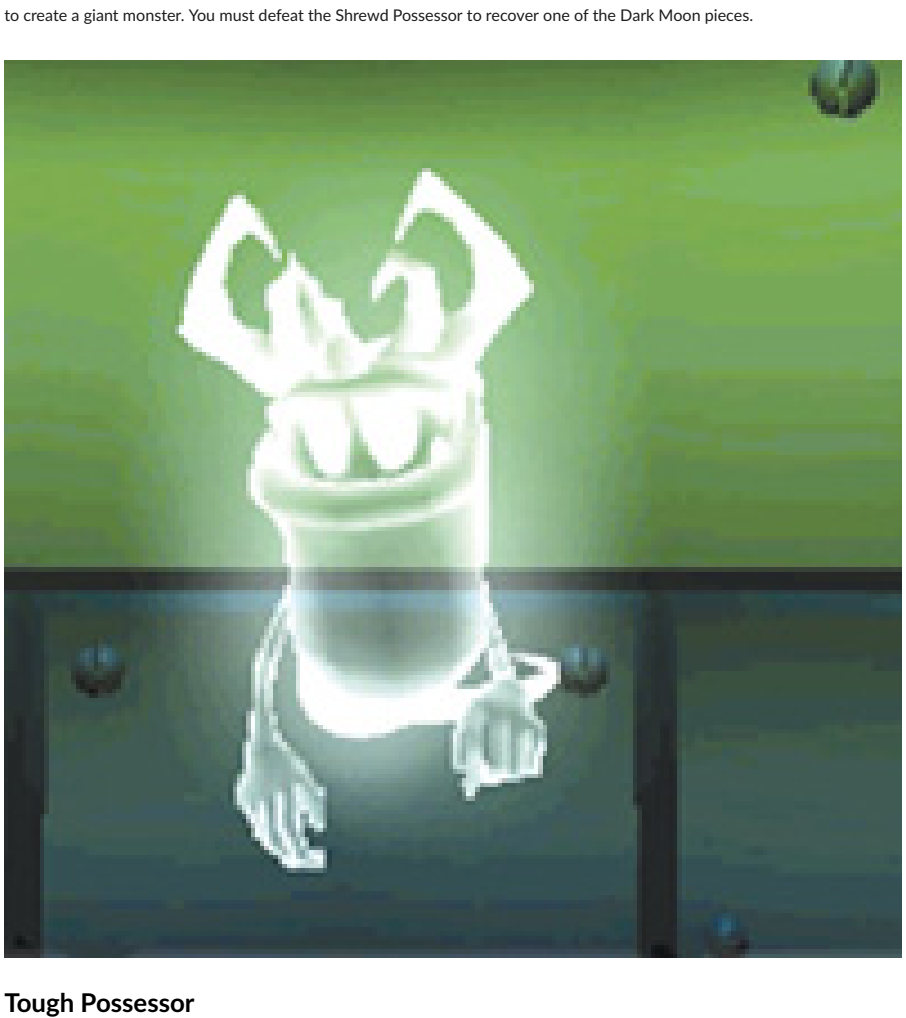
Overset Possessor

The Overset Possessor appears in the Old Clockworks boss encounter. During the mission, this powerful ghost takes control the Belfry Clock. You must defeat the Overset Possessor to recover one of the Dark Moon pieces.



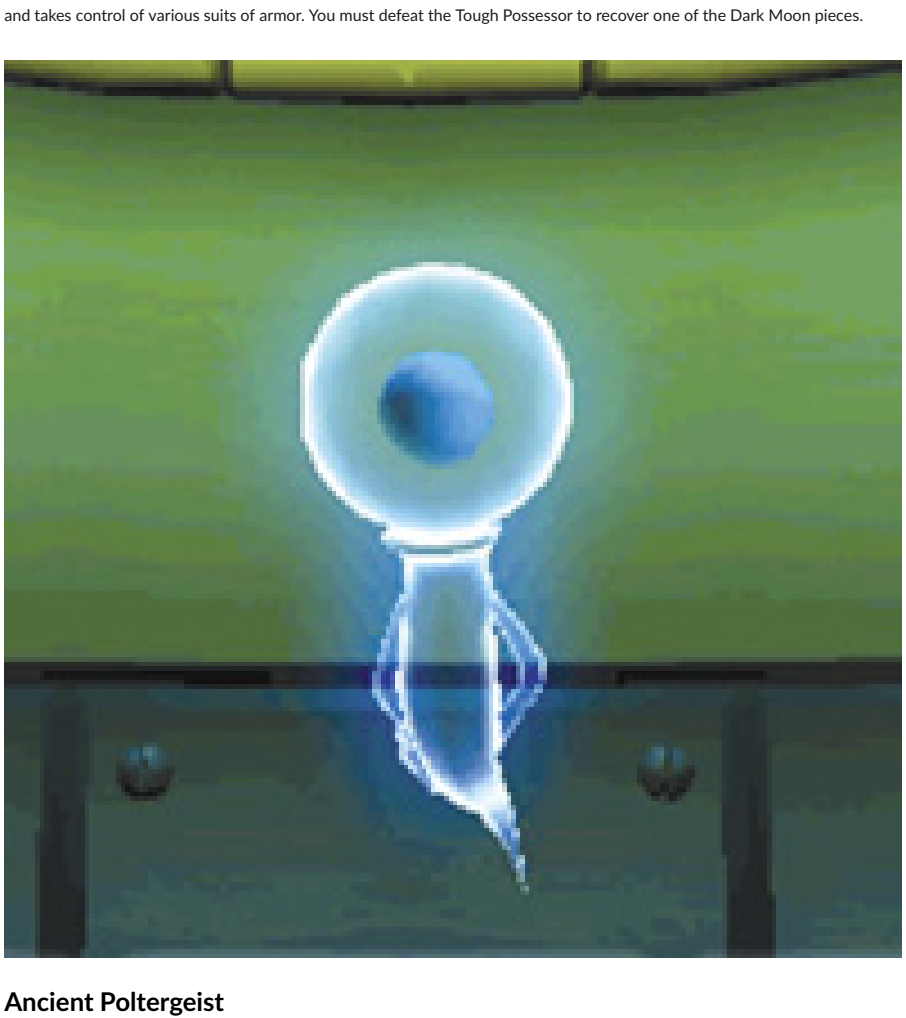
Shrewd Possessor

The Shrewd Possessor appears in the Secret Mine boss encounter. During the mission, this powerful ghost uses chunks of ice to create a giant monster. You must defeat the Shrewd Possessor to recover one of the Dark Moon pieces.



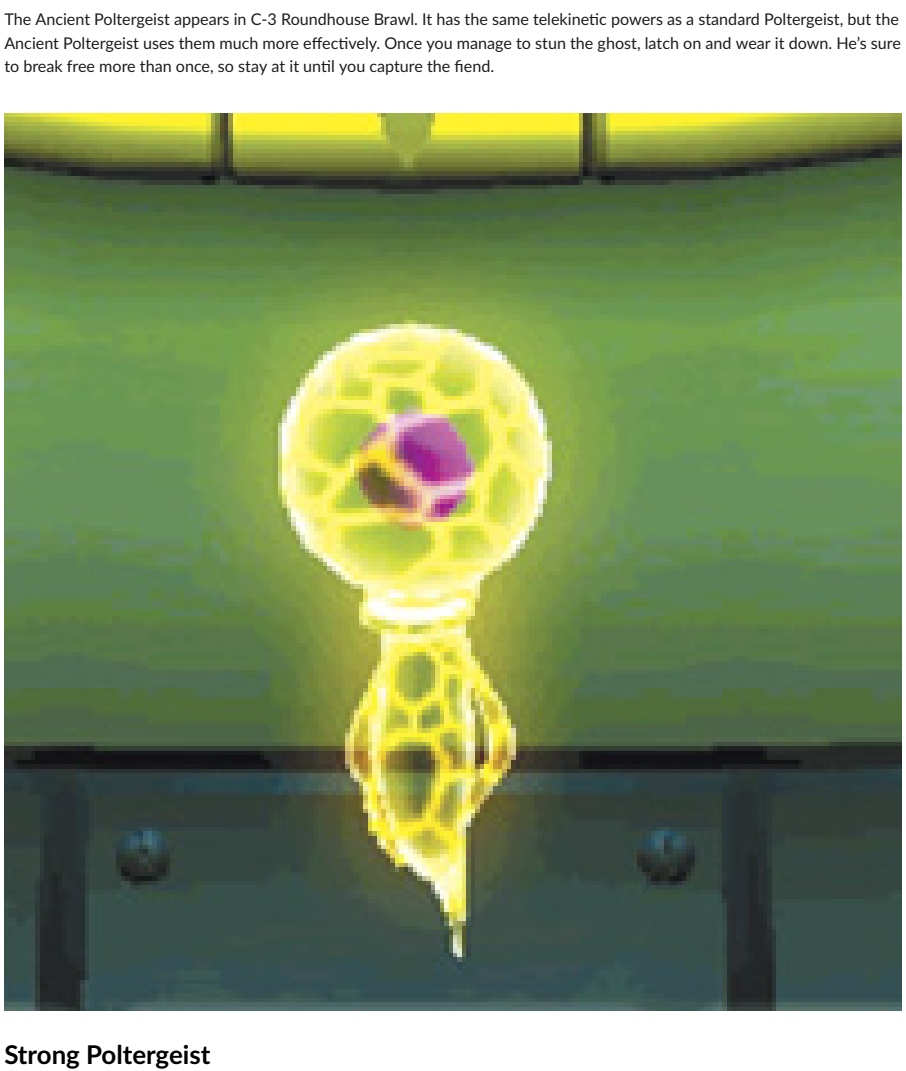
Tough Possessor

The Tough Possessor appears in the Treacherous Mansion boss encounter. During the mission, this powerful ghost splits apart and takes control of various suits of armor. You must defeat the Tough Possessor to recover one of the Dark Moon pieces.



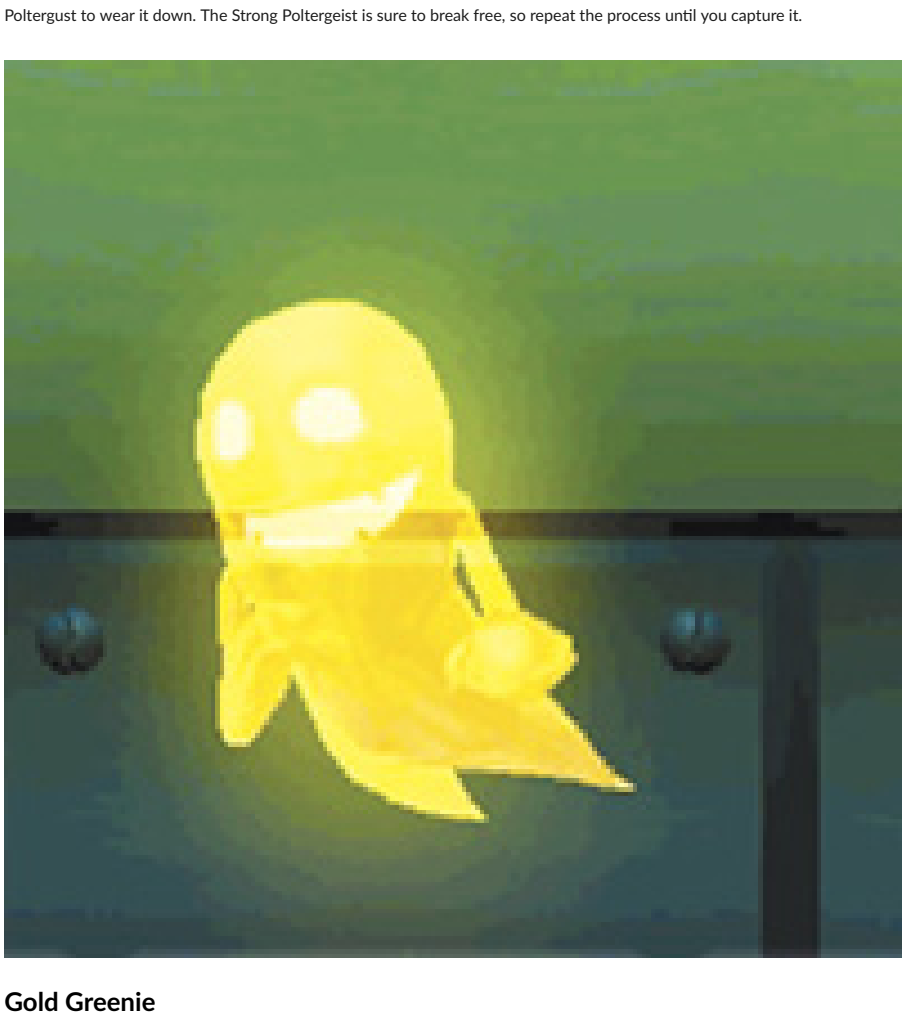
Ancient Poltergeist

The Ancient Poltergeist appears in C-3 Roundhouse Brawl. It has the same telekinetic powers as a standard Poltergeist, but the Ancient Poltergeist uses them much more effectively. Once you manage to stun the ghost, latch on and wear it down. He's sure to break free more than once, so stay at it until you capture the fiend.



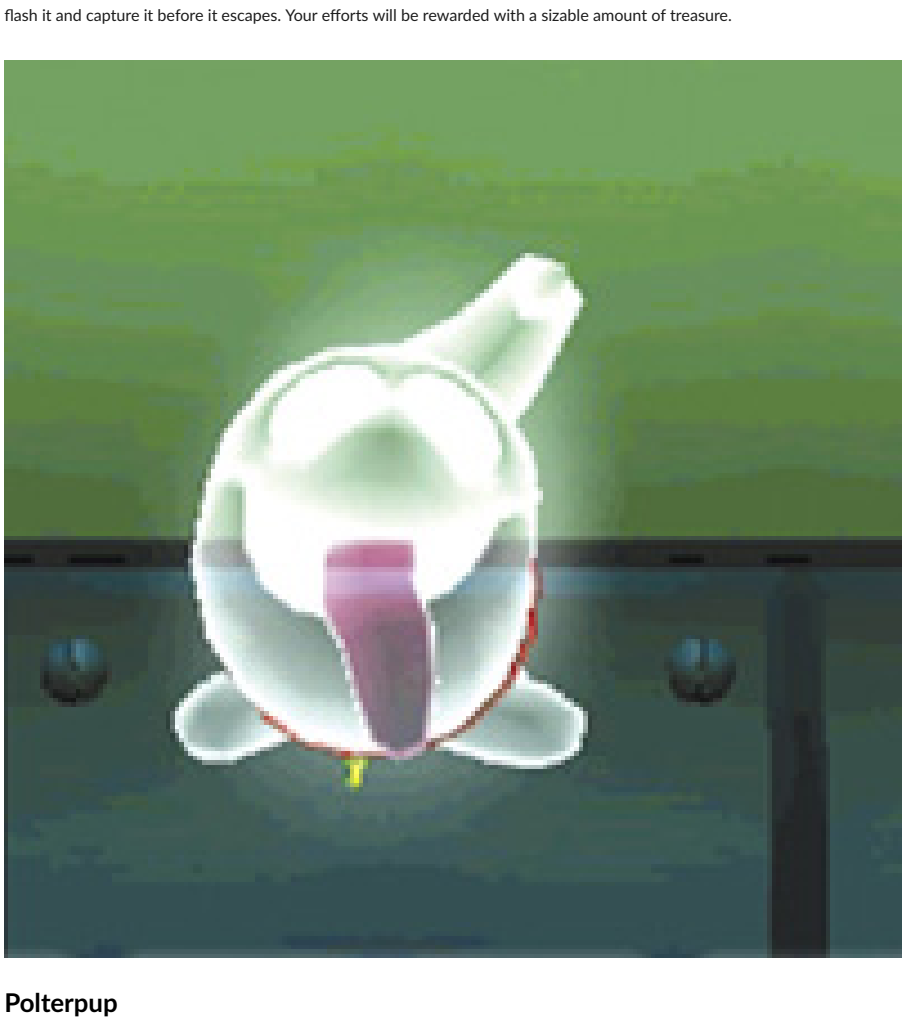
Strong Poltergeist

The Strong Poltergeist appears in E-3 A Train to Catch. It has the same telekinetic powers as other Poltergeist variants, but it puts up a much tougher fight. Once you determine the Strong Poltergeist's location, flash it with the Strobulb and use the Poltergust to wear it down. The Strong Poltergeist is sure to break free, so repeat the process until you capture it.



Gold Greenie

Gold Greenies don't mind causing a bit of mischief, but they'll flee at the first sign of trouble. When you spot a Gold Greenie, flash it and capture it before it escapes. Your efforts will be rewarded with a sizable amount of treasure.

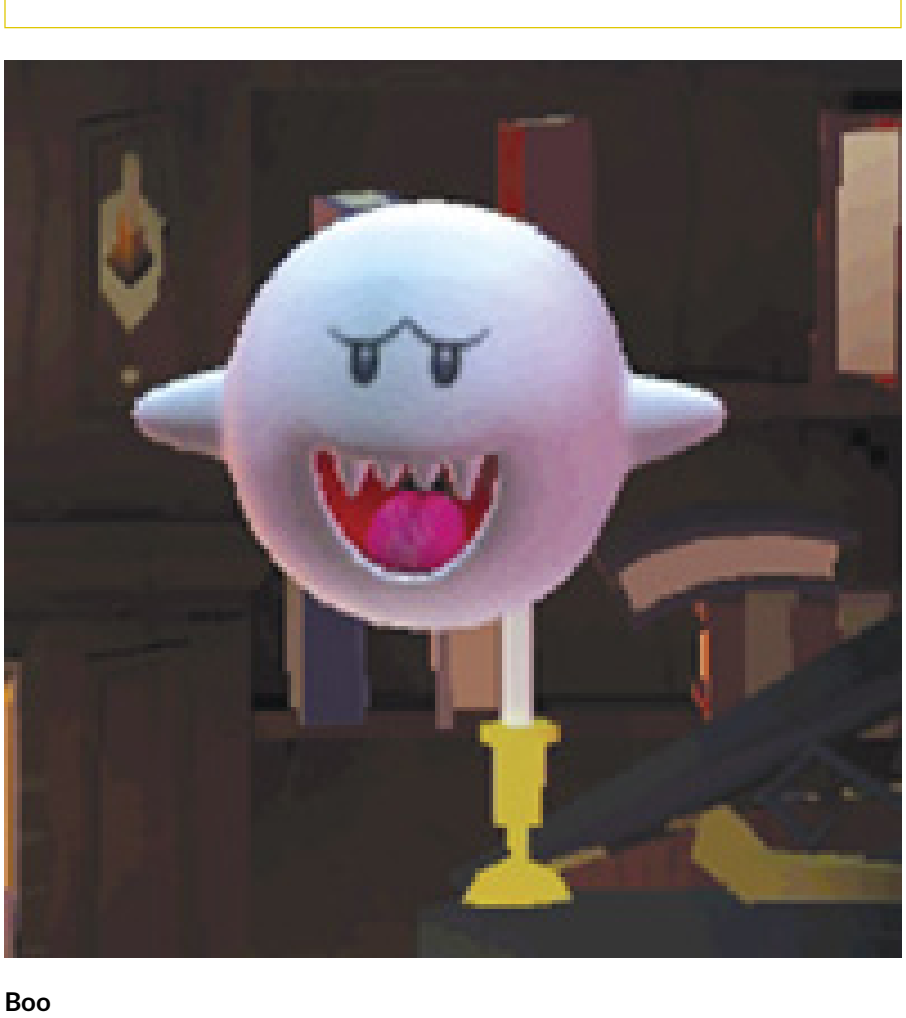


Polterpup

The Polterpup isn't an enemy, but it causes you more than its share of trouble. This playful ghost snatches important objects, causing you to chase it from room to room. Use the Dark-Light Device to reveal the Polterpup's spectral trail, then follow the ghost to its various hiding places. When you finally corner the Polterpup, flash it and latch on before it escapes.

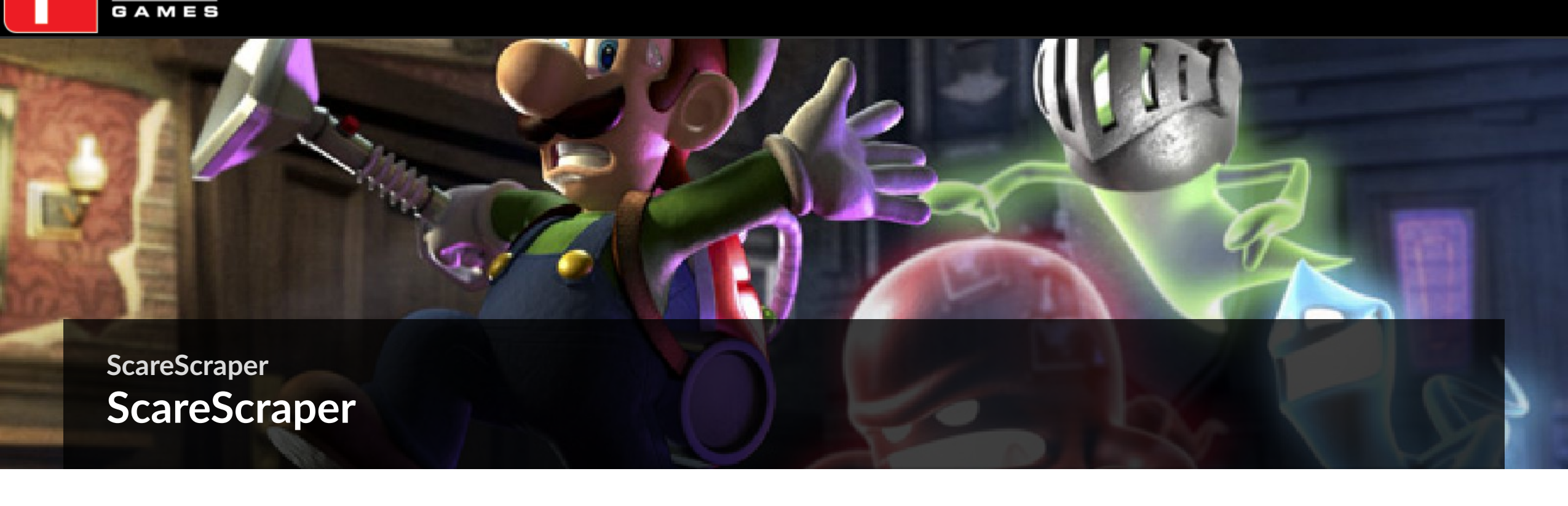
Note

If you lose all of your health while holding a gold bone, the Polterpup revives you in exchange for the tasty treat.



Boo

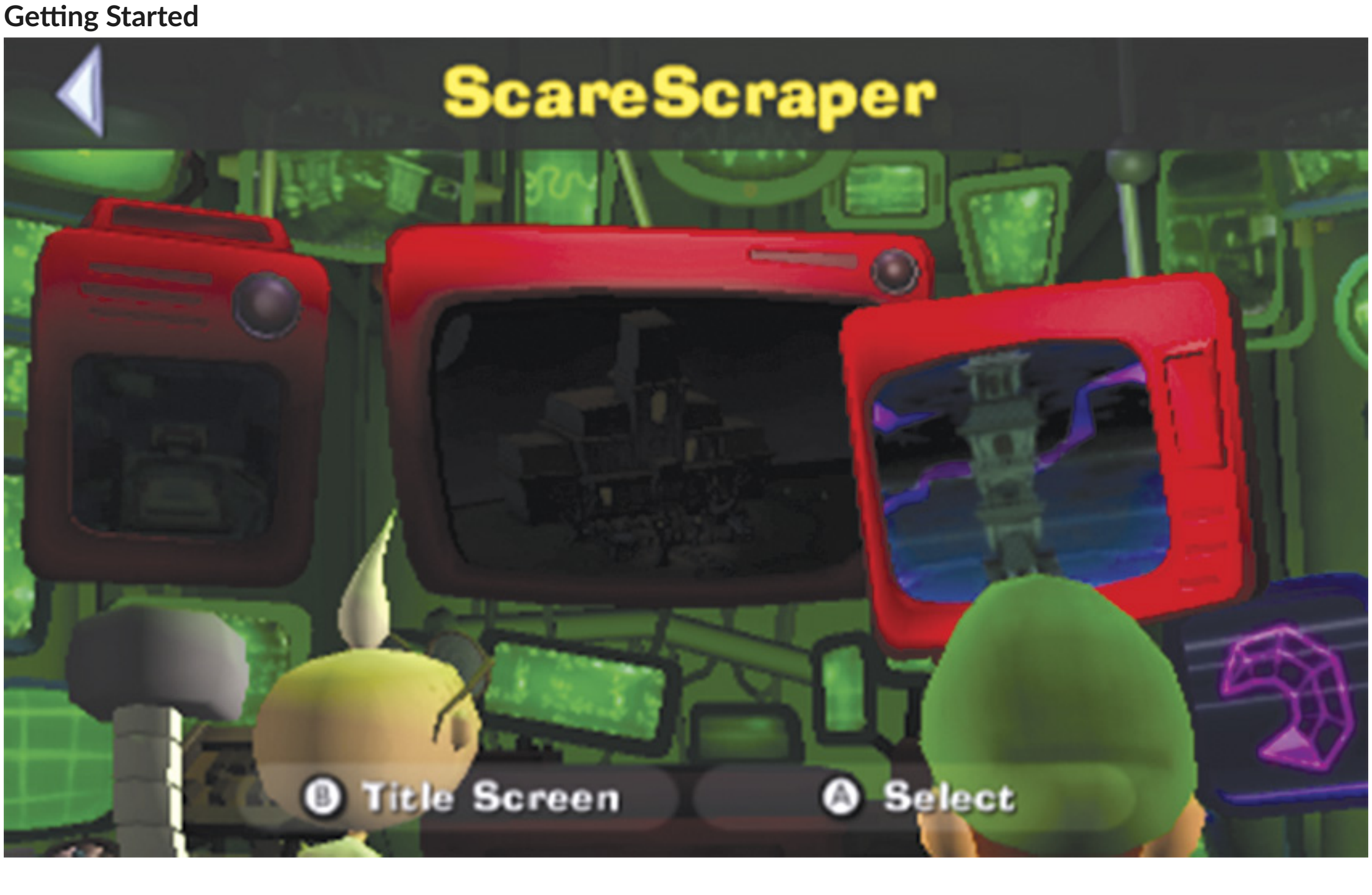
Each of the game's standard missions contains a Boo. These ghosts create illusions that make it seem as if various objects have vanished from the mansion. A mission's Boo is almost always hiding near one of these illusions. Use the Dark-Light Device to reveal the missing objects until you draw the Boo out of hiding. Rather than flashing a Boo, you must use the Dark-Light Device to daze it. Once you do, latch onto its tongue and perform an A-Pull to send it bouncing around the room. When the Boo is weak enough, use the Poltergust to capture it.



ScareScraper

ScareScraper

Getting Started



ScareScraper is the game's cooperative multi-player mode. Access the Bunker's ScareScraper monitor to join an existing ScareScraper, or to create one of your own.

Connection Types

Local Play

Select Local Play if you want to team up with a group of nearby friends who have Luigi's Mansion: Dark Moon, or who have acquired a limited version of ScareScraper via Download Play.

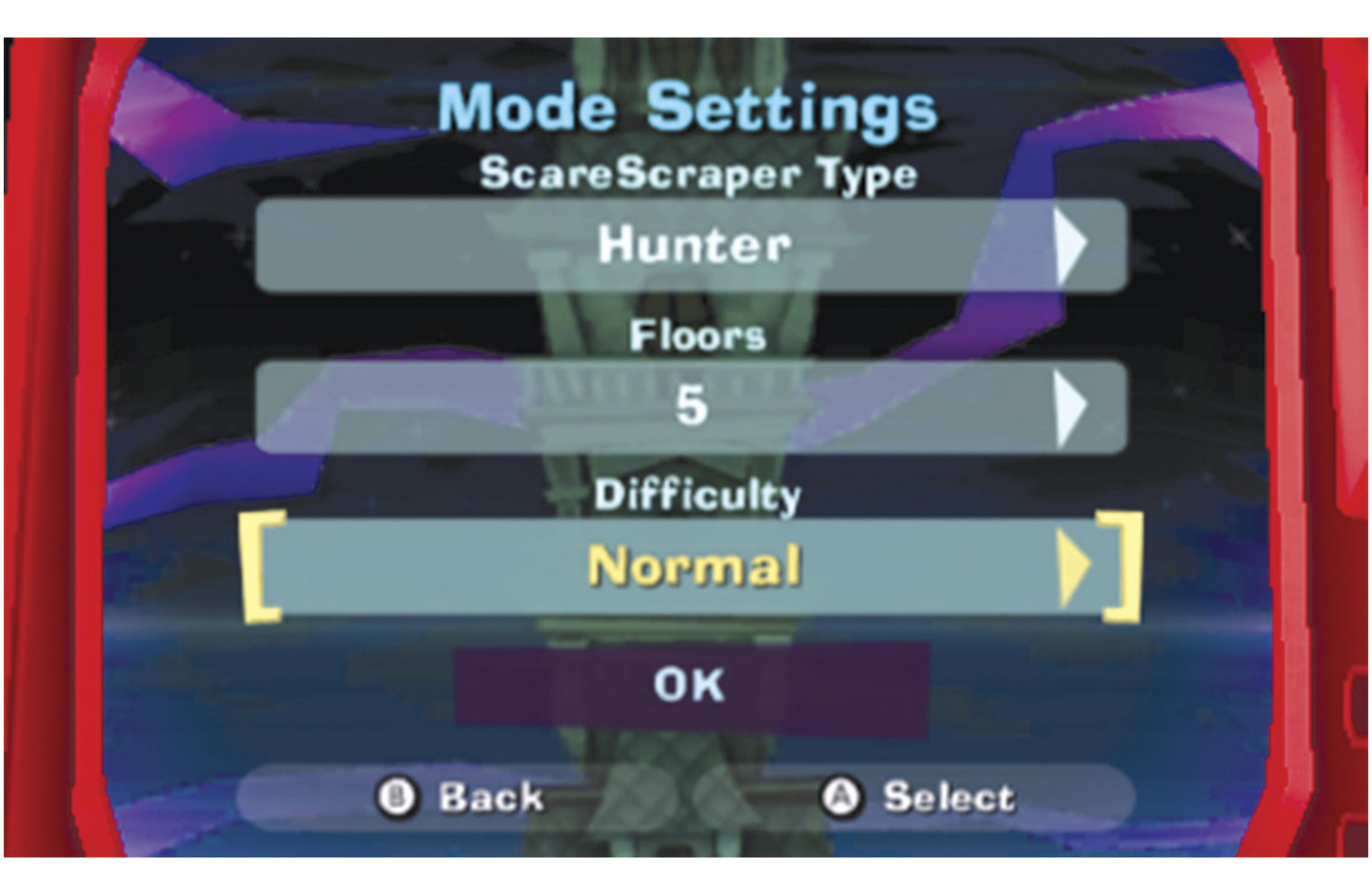
Download Play

Select Download Play to play a limited version of ScareScraper with nearby friends who don't have *Luigi's Mansion: Dark Moon* .

Online Play

Select Online Play to connect to Nintendo Network and play with others online.

Creating a ScareScraper



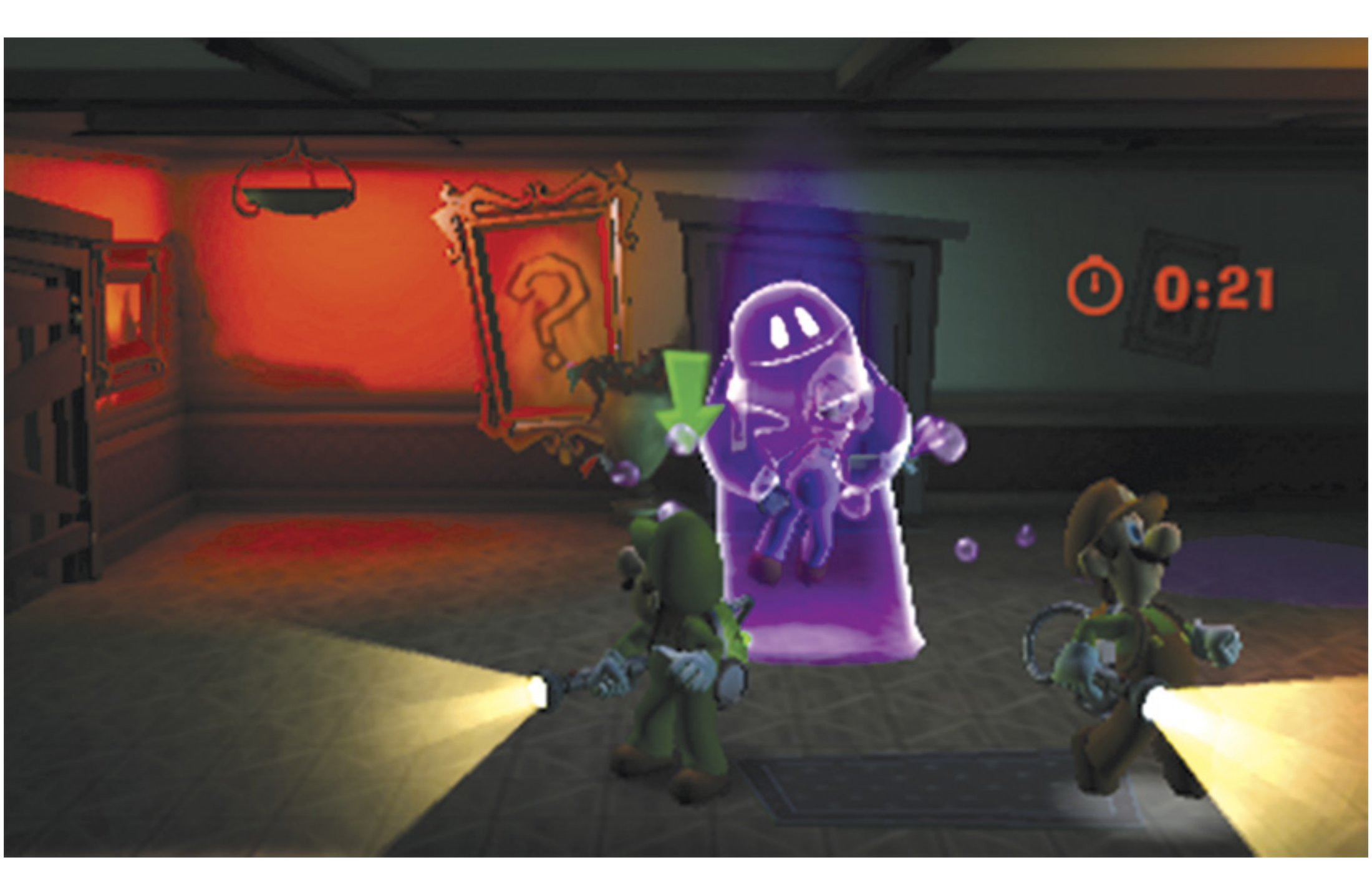
Mode Settings
ScareScraper Type: Hunter
Floors: 5
Difficulty: Normal
OK

If you opt to create a new ScareScraper, use the available settings to customize your game. Choose the type of ScareScraper you wish to create, the number of floors it will contain, and the ScareScraper's level of difficulty.

Once you create the ScareScraper, up to three other players can join the game.

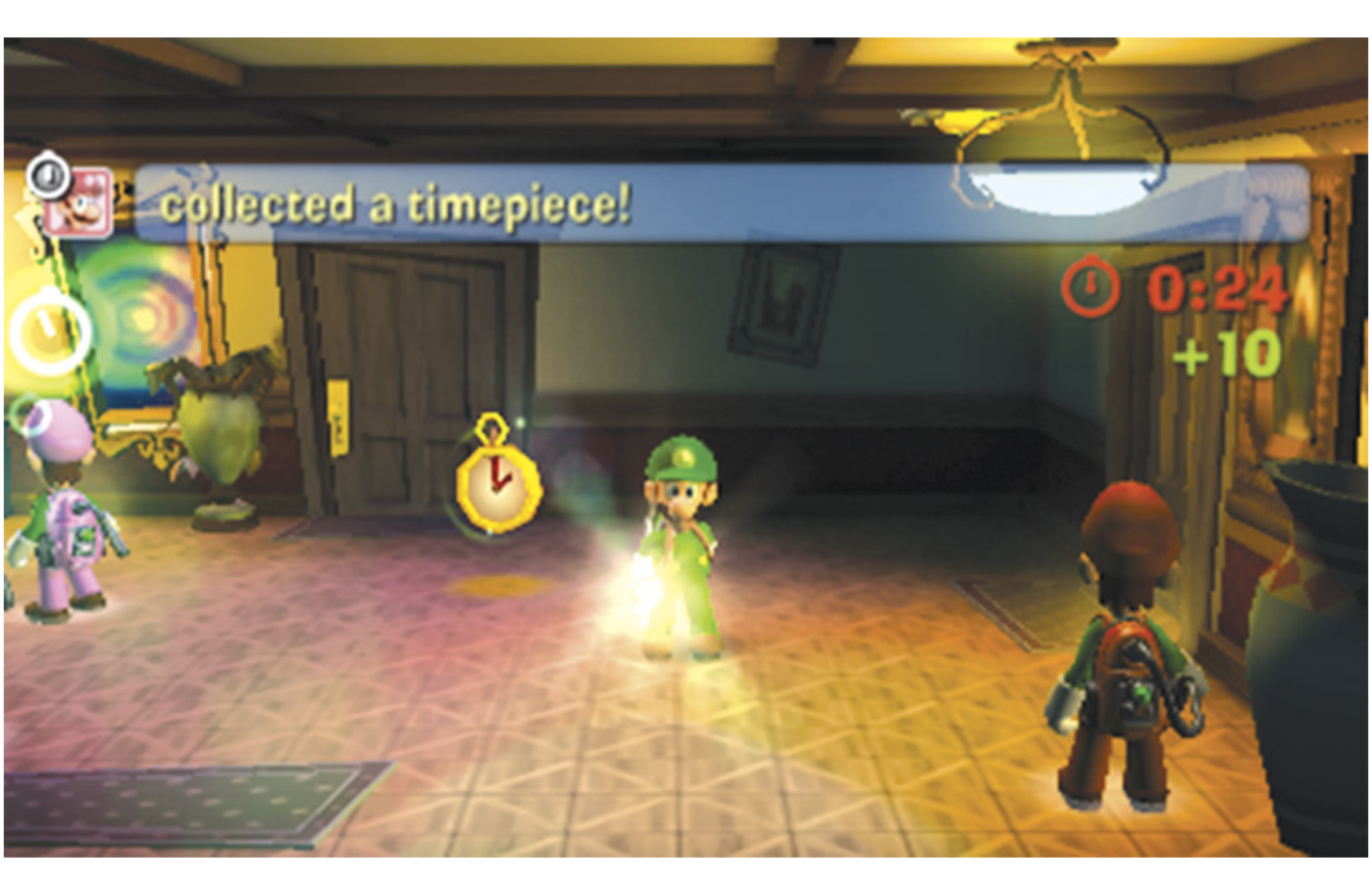
ScareScraper Types

Hunter Mode

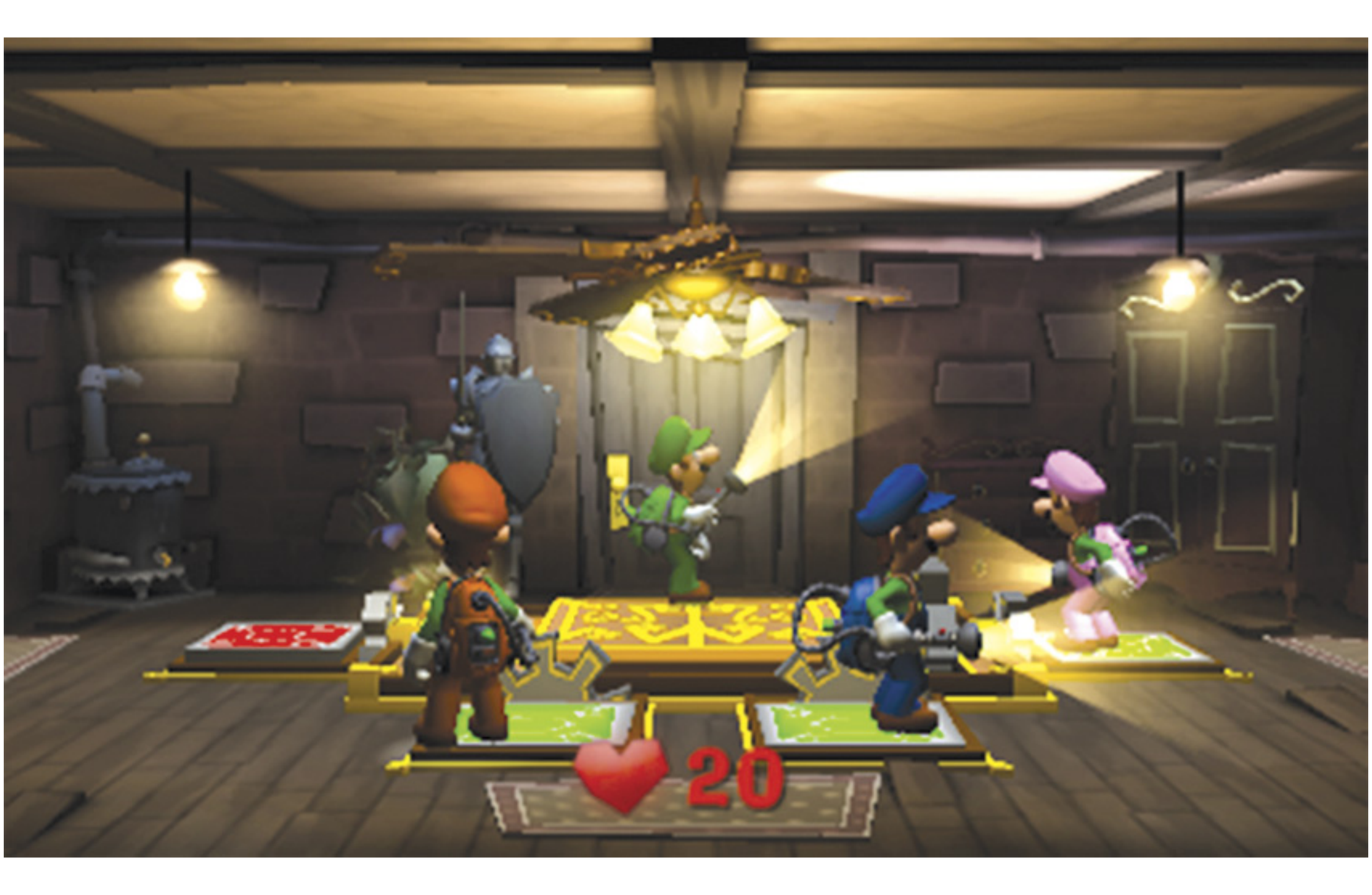


In Hunter Mode, players work their way up the ScareScraper by capturing all of the ghosts on each floor.

Rush Mode

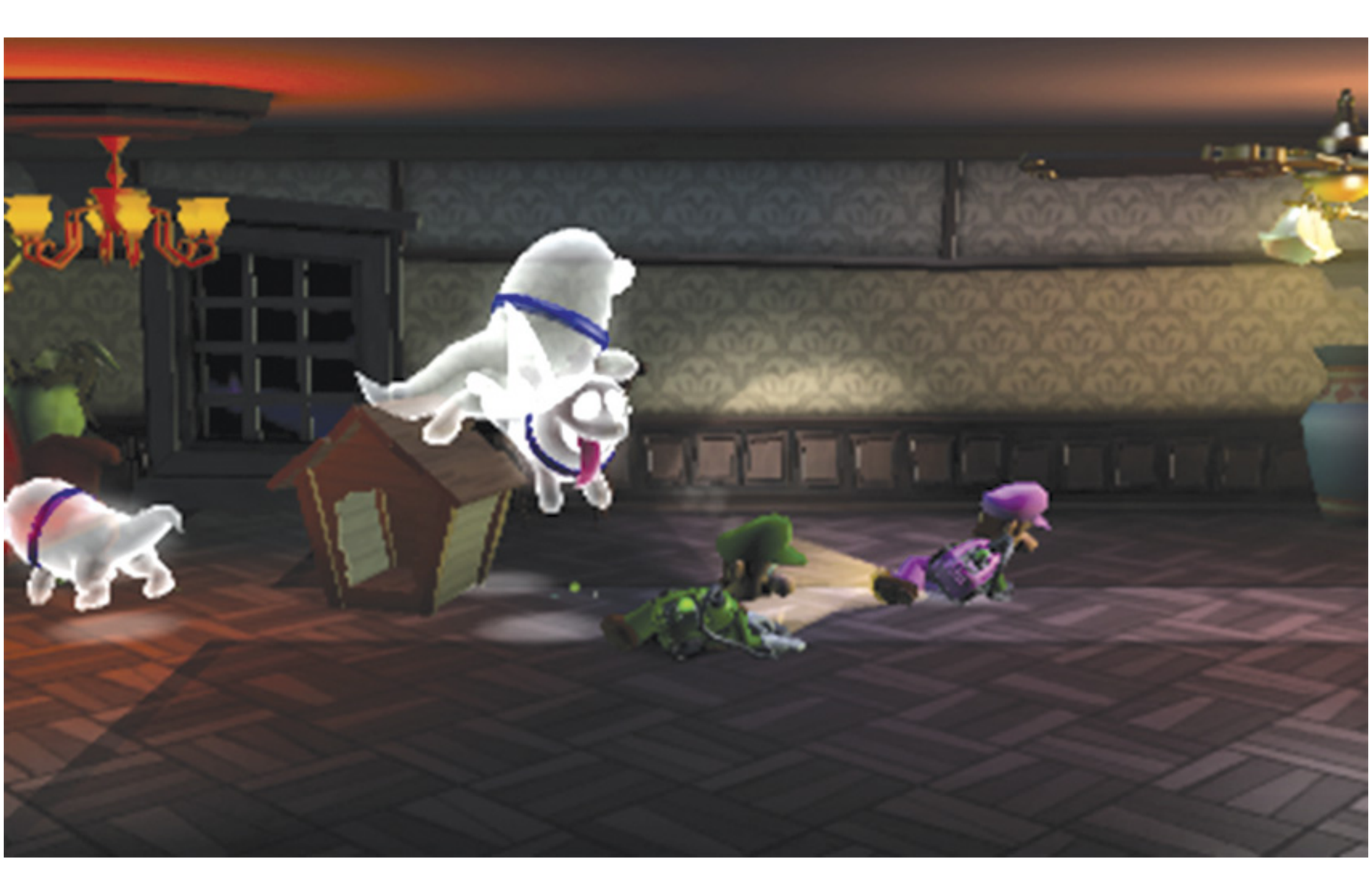


In Rush Mode, players must reach the exit hatch in the allotted time. Collect the Timepieces that occasionally appear to add more time to the clock. Timepieces can be found while searching objects, or earned by defeating enemies and disabling traps.

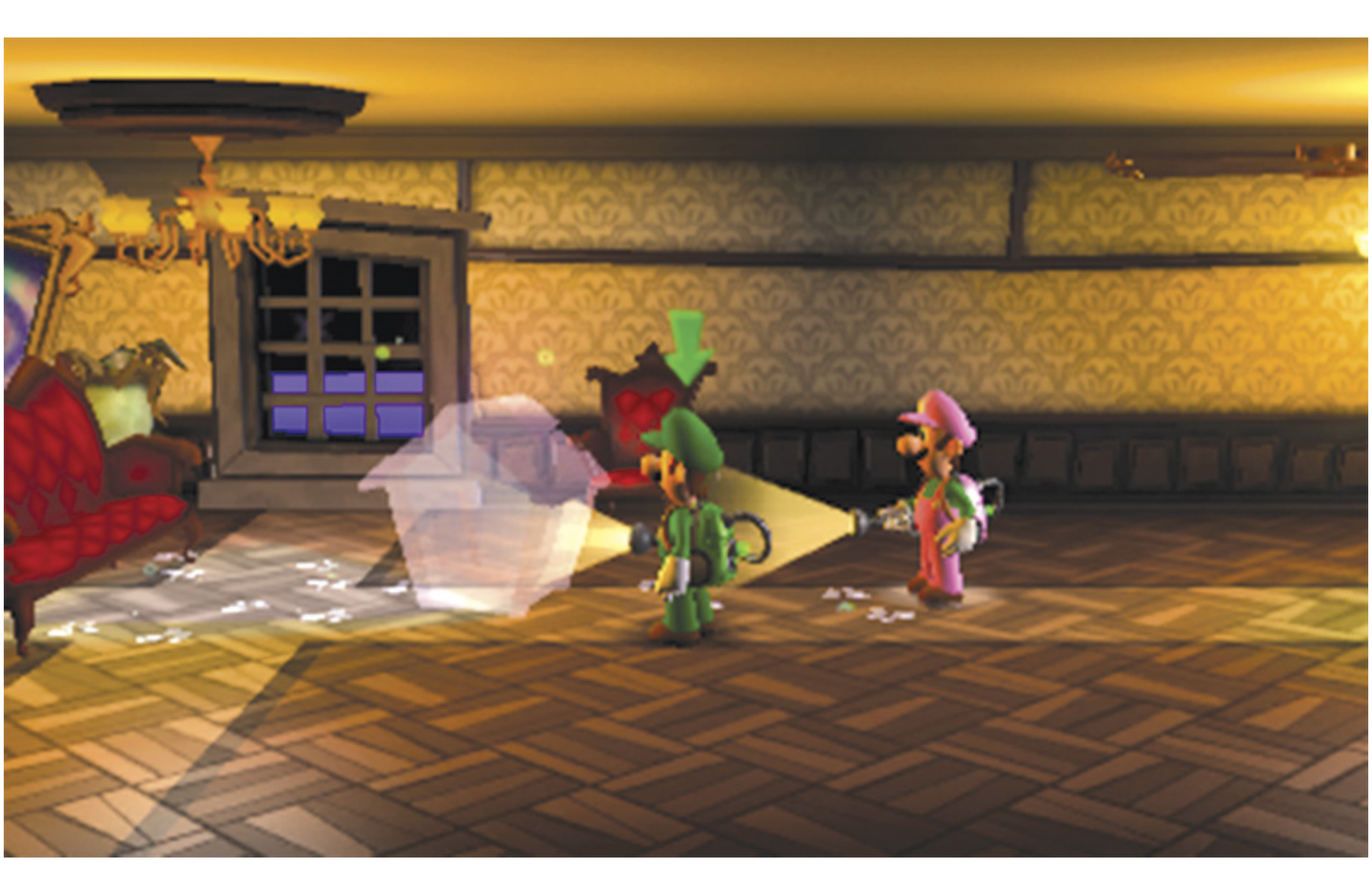


When a floor is cleared of ghosts, all players must proceed to the exit hatch and stand on the nearby pressure switches.

Polterpup Mode



In Polterpup Mode, players progress through the ScareScraper by capturing all of the Polterpups on each floor.

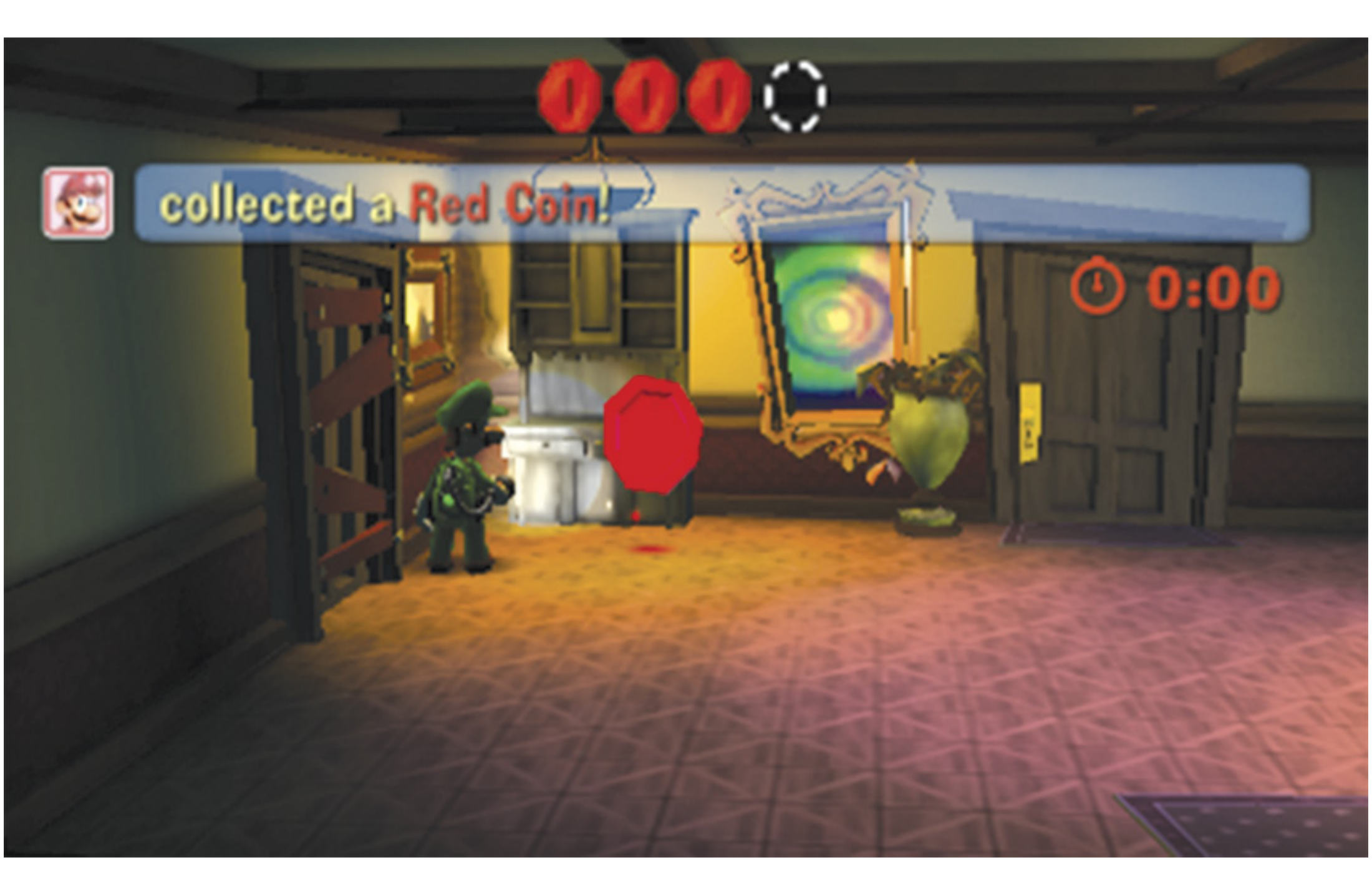


When you arrive on each floor, use the Dark-Light Device to follow the Polterpups' trails. When you reach the end of the trails, use the Dark-Light Device to reveal the hidden doghouse. When you do, the Polterpups flee the area. Use the Dark-Light Device to follow the fresh trails and track down all of the Polterpups.

> **Note**
>
> Complete ScareScrapers in Hunter Mode, Rush Mode, and Polterpup Mode to unlock Surprise Mode. To unlock the "Endless" floor option, complete any 25-floor ScareScraper.

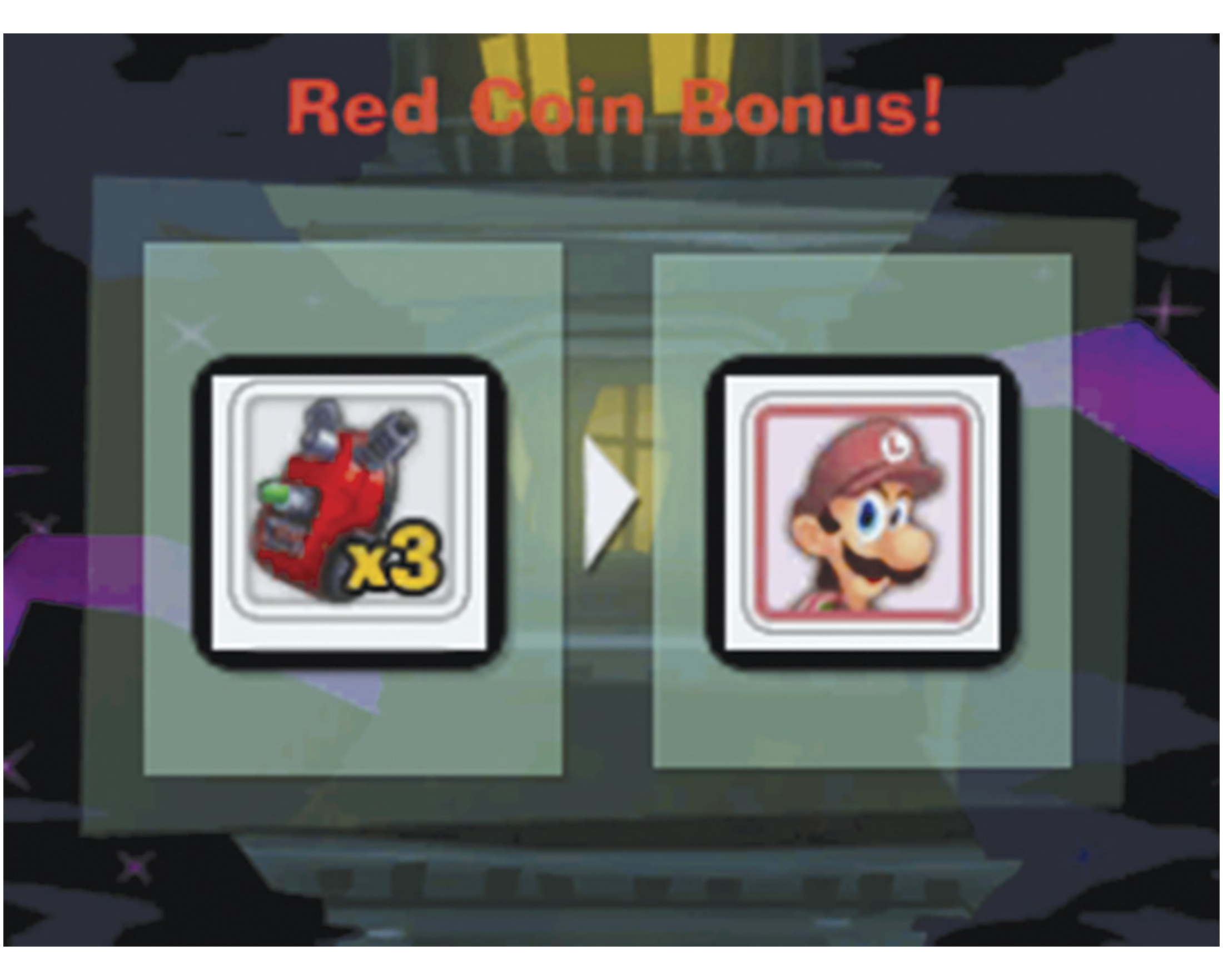
Red Coins

Red Coin Scramble



When you clear a floor, it triggers a Red Coin Scramble. During a Red Coin Scramble, players must collect the Red Coins that appear at different locations on the map. If all of the Red Coins are collected within the allotted time, a Red Coin Bonus initiates before you arrive at the next floor.

Red Coin Bonus



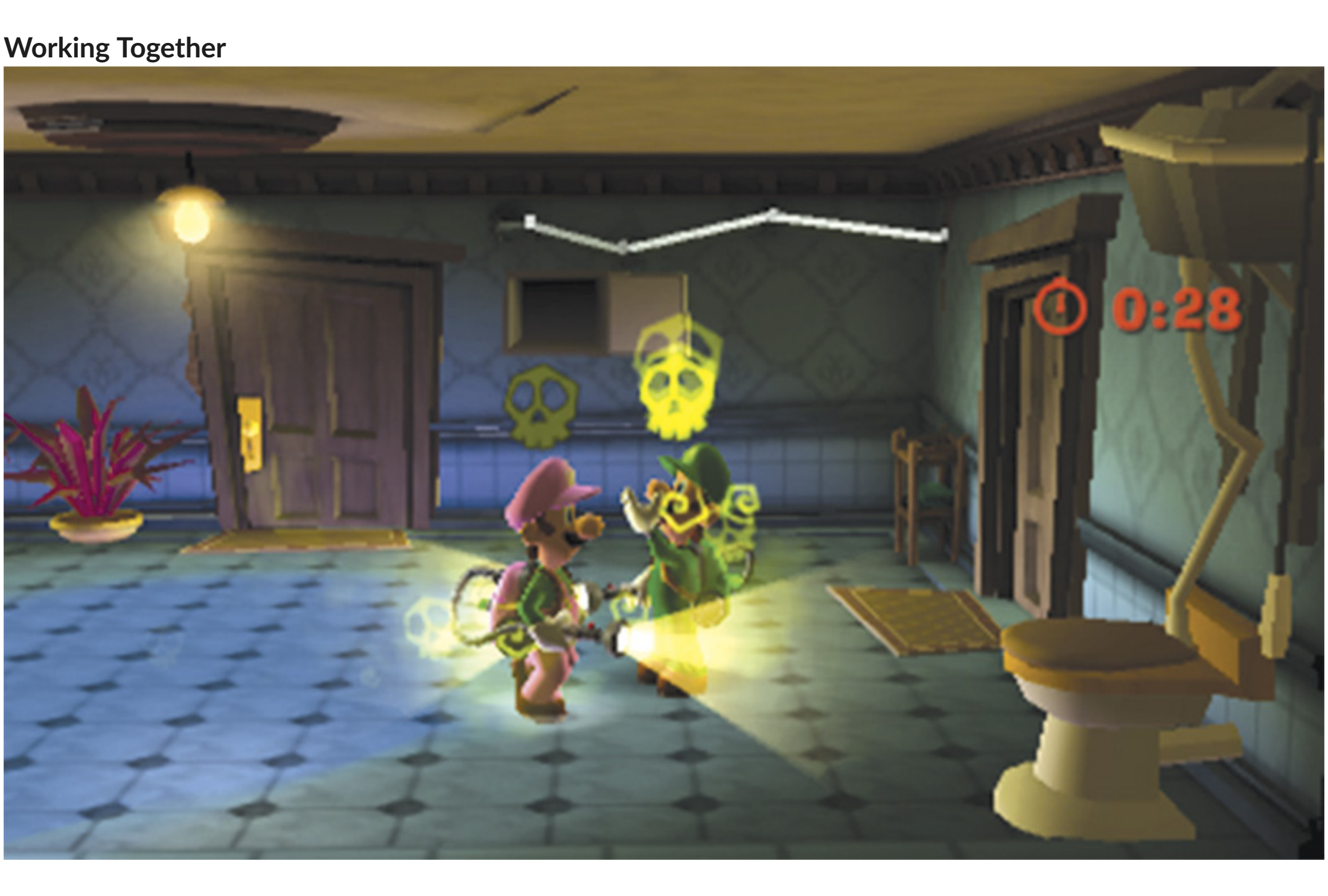
Each time you complete a Red Coin Scramble, a Red Coin Bonus activates before you arrive at the next floor. During this event, one player is awarded a power-up that can be used while playing through the next floor. The more Red Coins you collect, the better your chance of winning the Red Coin Bonus.

The winning player will receive one of the following power-ups:

- ×2 Poltergust (The player's Power Gauge fills twice as fast.)
- ×3 Poltergust (The player's Power Gauge fills three times as fast.)
- Map (The full map of the next floor is revealed for all players.)
- Glasses (The player can see hidden objects at all times.)
- Restorator (The player's Poltergust produces Hearts when it captures a ghost.)

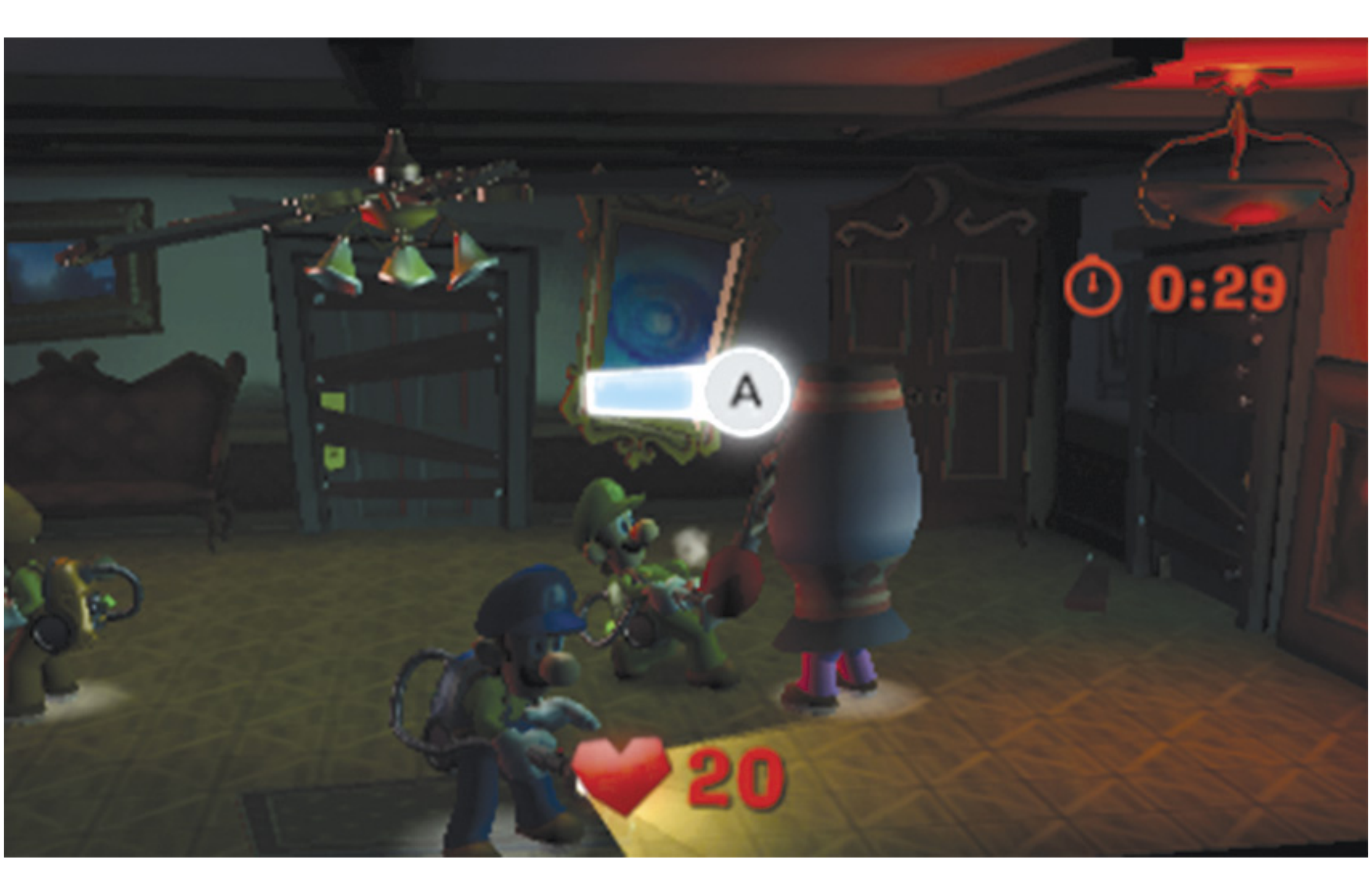
> **Note**
>
> Upon leaving a floor, achievements are awarded to the most deserving players.

Working Together



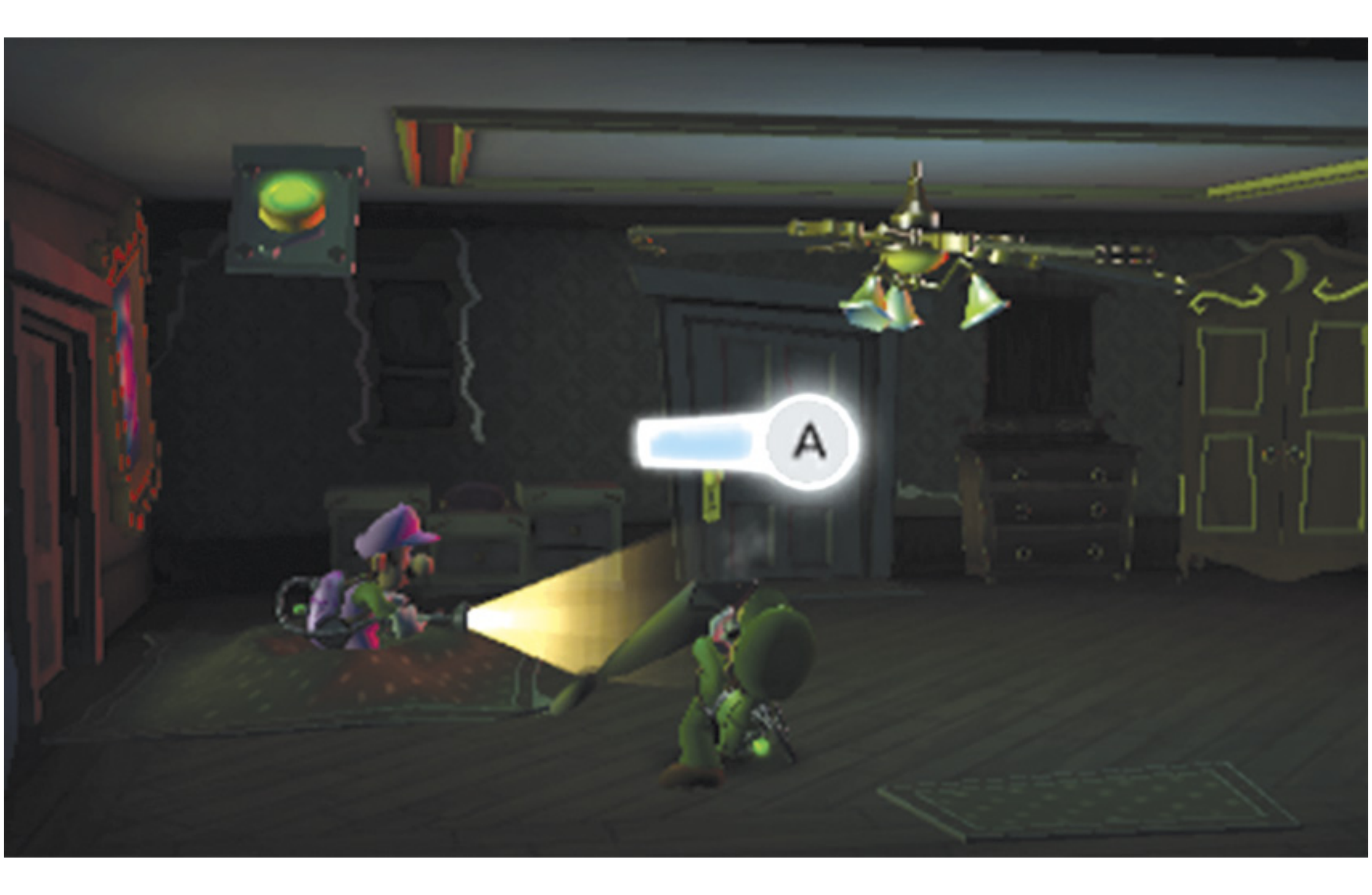
Curses

As you search objects, there's a chance you'll become cursed. When you're cursed, sliding the Circle Pad causes you to move in the opposite direction. To make matters worse, afflicted players can spread the curse to others. The only way to remove a curse is to have another player remove it with their Dark-Light Device.



Vases

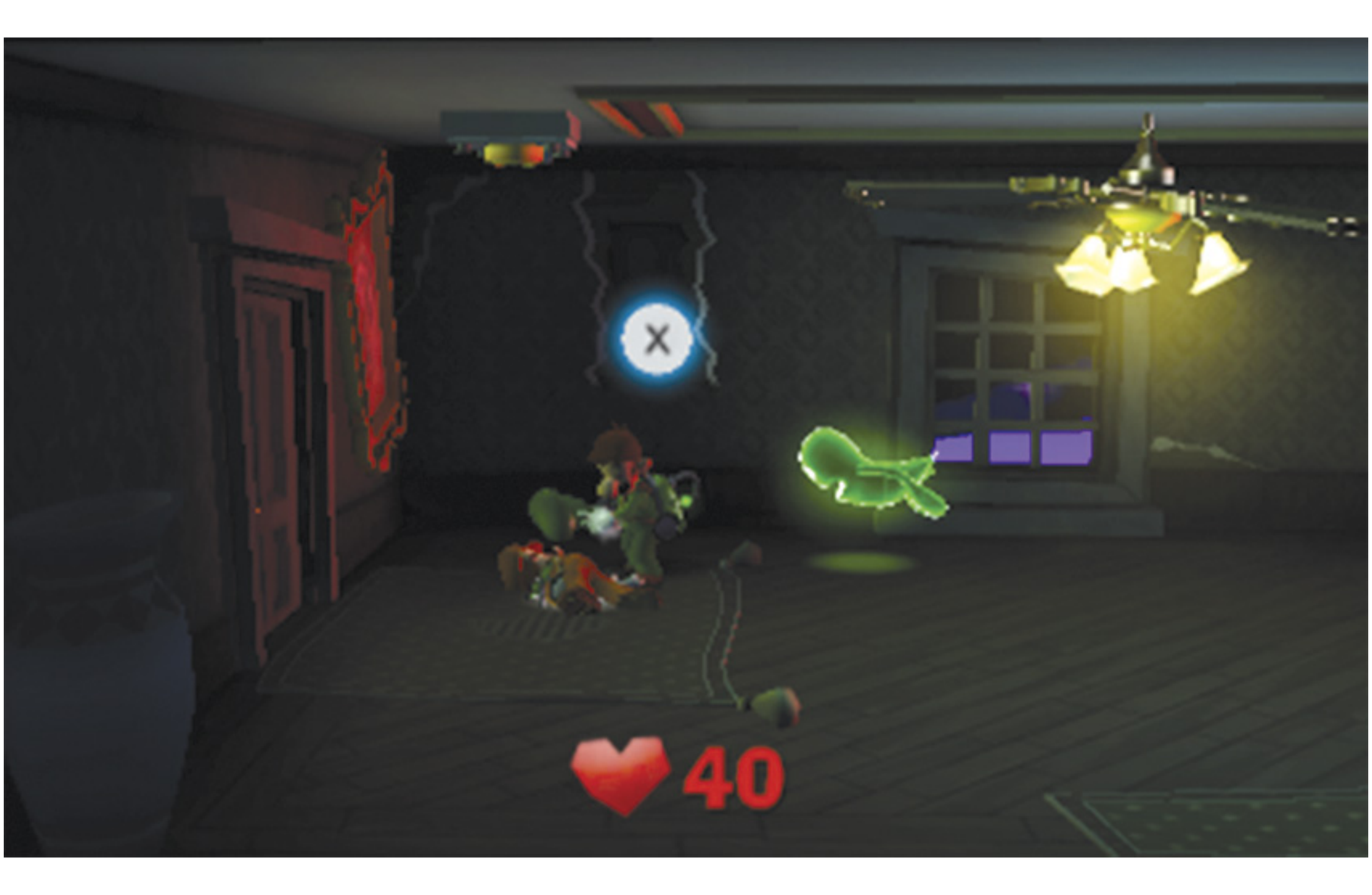
It's possible to become trapped while searching large vases. Once trapped, the only way to escape the vase is to have another player A-Pull the attached chain.



Rugs

Some rugs sink into the ground when you step on them. Once trapped, the only way to escape from the rug is to have another player A-Pull one of the attached tassels.

> **Note**
>
> When you're playing alone, curses, vases, and rugs are not active.

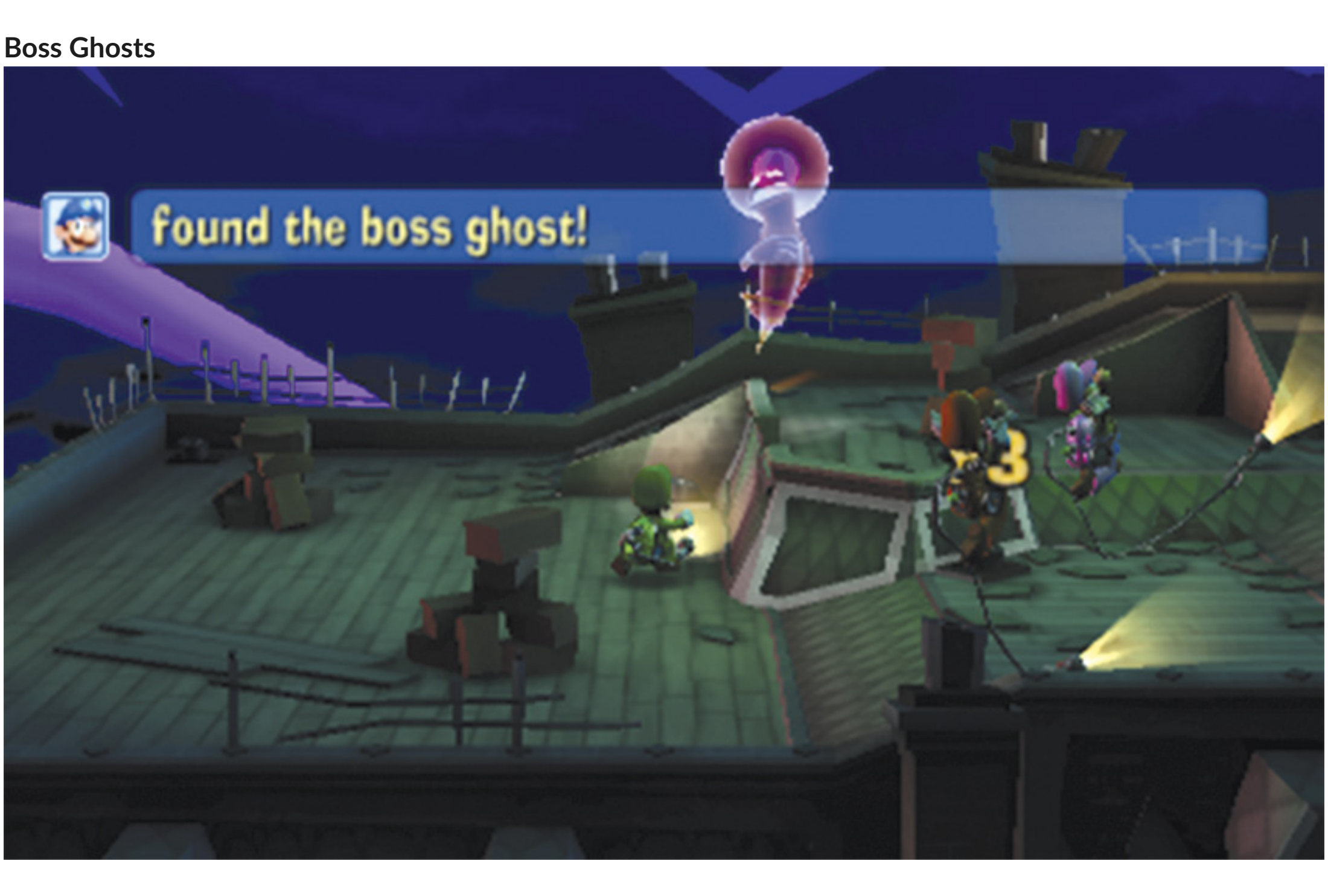


Reviving Downed Players

When players lose all of their health, approach the downed players and press Ⓧ to revive them.

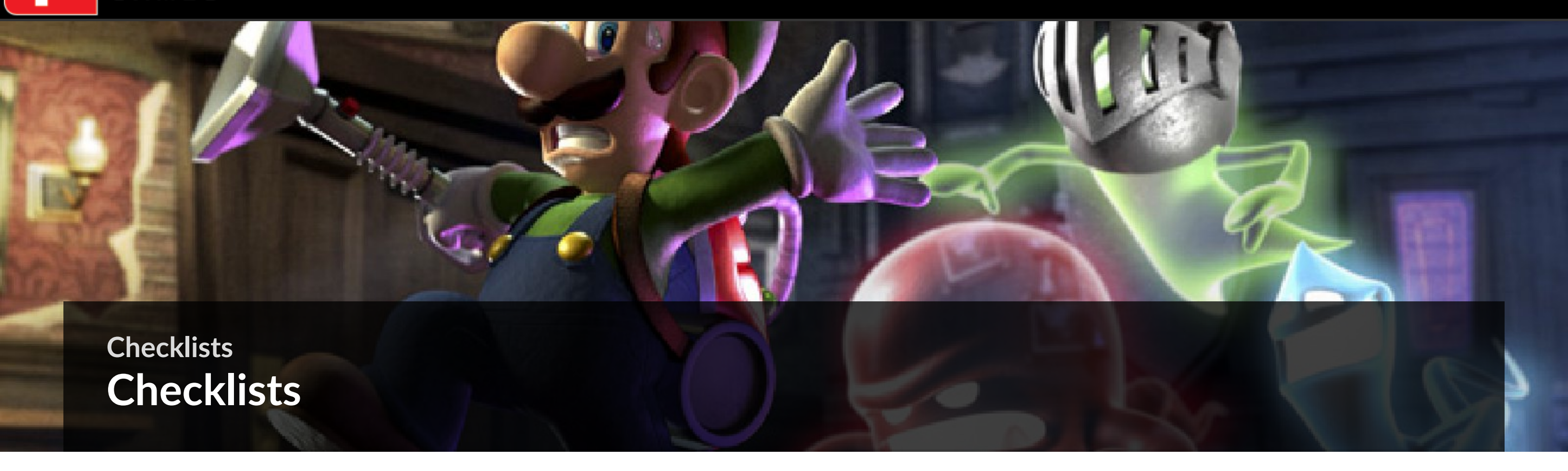
> **Note**
>
> On the Touch Screen Map, a red "X" indicates the location of a downed player.

Boss Ghosts



Each time you clear four floors of the ScareScraper, you'll encounter a boss ghost. Defeat the boss ghost to continue to the next floor. When you reach the top floor, capture the final boss ghost to complete the ScareScraper.

> **Additional Information**
>
> Here are a few things to keep in mind while playing ScareScraper:
>
> - Some wardrobes contain portals that transport you to other areas of the map.
> - Available Keys are marked on the Touch Screen map. Once you reach the room, you may have to defeat enemies or search objects before the Key is revealed.
> - Watermelons and pumpkins contain Hearts. Launch these objects with the Poltergust to smash them open.
> - Treasure collected by players is pooled together to unlock equipment upgrades. Each time an upgrade is unlocked, it's awarded to all players.
> - Just as in the Dark Moon Quest, the Dark-Light Device can be used to free items from framed sketches and reveal hidden objects.
> - Players using power-ups can be identified by the icons floating above them.
> - Restorators and glasses can sometimes be found by searching objects.



Checklists

Checklists

These checklists provide basic information about collecting Gems and capturing Boos. If needed, you can find additional information in the walkthrough—just click to the mission indicated on the checklist.

Gems

Gloomy Manor

Gem	Location	Mission	Notes
Round Amethyst	Mudroom Exterior	A-1 Poltergust 5000	Vacuum the Gem from the tree.
Trillion Amethyst	Front Yard	A-1 Poltergust 5000	Flash the purple flowers.
Baguette Amethyst	Parlor	A-2 Gear Up	Flash the clock.
Football Amethyst	Studio	A-2 Gear Up	Use the camera to locate the Gem near the window.
Drop Amethyst	Entrance	A-3 Quiet Please!	Search the armor, then launch the helmet into the painting.
Pebble Amethyst	Dining Room	A-3 Quiet Please!	Flash the safe in the ceiling.
Rhombus Amethyst	Kitchen	A-3 Quiet Please!	Grab the ice in the refrigerator and melt it on the stove.
Star Amethyst	Foyer	A-4 Visual Tricks	Reveal the missing door in the Patio, then head in and search behind the aquarium.
Octagon Amethyst	Patio	A-4 Visual Tricks	Use the Dark-Light Device to reveal the missing fountain.
Oval Amethyst	Library	A-4 Visual Tricks	Use the Dark-Light Device to reveal the missing globe. Launch the globe to break it open.
Spindle Amethyst	Study	A-4 Visual Tricks	A-Pull the curtains, then use the Dark-Light Device on the framed sketch.
Coffin Amethyst	Rafters	A-5 Sticky Situation	Collect the Gem from the top of the mirror.
Mushroom Amethyst	Bedroom	A-5 Sticky Situation	Clear the webs, then move behind the dressing screen.

Haunted Towers

Gem	Location	Mission	Notes
Round Emerald	Tower Lobby	B-1 A Job for a Plumber	The Gem is below the steps.
Trillion Emerald	Laboratories	B-1 A Job for a Plumber	Use a bulb to float into the glass tank.
Baguette Emerald	Garden	B-2 The Pinwheel Gate	Water the sprouts and flash the purple flowers.
Football Emerald	Botany Lab	B-2 The Pinwheel Gate	Water the sprout and flash the purple flower.
Drop Emerald	Seedling Laboratory	B-2 The Pinwheel Gate	Use the seed shooter to hit the mouse on the shelves.
Pebble Emerald	West Garden	B-2 The Pinwheel Gate	Water the sprout in the maintenance area, then launch a seed pod at the flytrap.
Rhombus Emerald	Hollow Tree	B-3 Graveyard Shift	Water the sprout in the east alcove and flash the purple flower.
Star Emerald	Old Graveyard	B-3 Graveyard Shift	Vacuum the Gem down from the trees near the large crow statue.
Octagon Emerald	Skybridge	B-4 Pool Party	A-Pull the orange flowers.
Oval Emerald	Rumpus Room	B-4 Pool Party	Circle the doll until its head pops off.
Spindle Emerald	Solarium	B-4 Pool Party	Use the Dark-Light Device to reveal the chest on the table.
Coffin Emerald	Conservatory	B-4 Pool Party	Reveal the hidden door and complete the bonus challenge.
Mushroom Emerald	West Bathroom	B-5 Doggone Key	A-Pull the roll of toilet paper.

Old Clockworks

Gem	Location	Mission	Notes
Round Ruby	Clockworks Court	C-1 A Timely Entrance	Use the Dark-Light Device to reveal the box at the end of the tracks.
Trillion Ruby	Warehouse	C-1 A Timely Entrance	Use the winding machine to unravel the spools.
Baguette Ruby	Clock Tower Gate	C-1 A Timely Entrance	Use the Dark-Light Device to reveal the box in the northwest corner.
Football Ruby	Storm Cellar	C-2 Underground Expedition	Shine the Dark-Light Device on the framed sketch above the bed.
Drop Ruby	Canyon Stairs	C-2 Underground Expedition	Vacuum the Gem down from the wall.
Pebble Ruby	Quarry	C-2 Underground Expedition	Drag the cart away from the wall, then vacuum the Gem inside the cave.
Rhombus Ruby	Clockmaker’s Chamber	C-3 Roundhouse Brawl	Spin the rotor under the rug to set the clock to 9:00.
Star Ruby	Roundhouse	C-3 Roundhouse Brawl	Use the beams to reach the box along the south wall.
Octagon Ruby	Roundhouse	C-3 Roundhouse Brawl	Step behind the crumbling bricks along the north wall.
Oval Ruby	Gear Chamber	C-5 Piece at Last	Enter the space behind the north wall and complete the bonus challenge through the door.
Spindle Ruby	Maintenance Hub	C-5 Piece at Last	Drop down from the large gear and use the Dark-Light Device to reveal the chest.
Coffin Ruby	Service Elevator	C-5 Piece at Last	Launch the Toad Assistant at the Gem along the south wall.
Mushroom Ruby	Movements	Showtime	Vacuum the Gem from the window.

Secret Mine

Gem	Location	Mission	Notes
Round Sapphire	Smokehouse	D-1 Cold Case	Use the Dark-Light Device to reveal the missing scarf, then A-Pull both scarves.
Trillion Sapphire	Fishing Hut	D-1 Cold Case	Vacuum the Gem under the floorboards.
Baguette Sapphire	Under the Ice	D-1 Cold Case	Launch the Toad into the top of the shaft.
Football Sapphire	High Wires	D-1 Cold Case	Ride the first cable and vacuum the Gem down from the nest.
Drop Sapphire	Airway	D-1 Cold Case	Use the binoculars to locate the Gem; collect it after it moves to the barrel.
Pebble Sapphire	Chalet Approach	D-2 Hit Rock Bottom	Use a flaming turkey to melt the ice, then shine the Dark-Light Device at the framed sketch.
Rhombus Sapphire	Prospector’s Crossing	D-2 Hit Rock Bottom	Reveal the missing pickaxe and spin it. Carry both logs onto the ice.
Star Sapphire	Skip Slope	D-2 Hit Rock Bottom	Slide through the spinning wheel near the west wall.
Octagon Sapphire	Shaft	D-2 Hit Rock Bottom	A-Pull the chain at the base of the Shaft, then ride back up to find the Gem.
Oval Sapphire	Deep Hall	D-2 Hit Rock Bottom	Ignite a piece of coal, then launch it at the Gem in the ceiling.
Spindle Sapphire	Crossroads	D-3 Across the Chasm	Reveal the cart on the west ledge and vacuum the snow mound inside it.
Coffin Sapphire	Chalet	D-3 Across the Chasm	Use the Crystal Quarry E-Gate to drop onto the Chalet couch.
Mushroom Sapphire	High Wires	D-3 Across the Chasm	Reach the outhouse and complete the bonus challenge within it.

Treacherous Mansion

Gem	Location	Mission	Notes
Round Diamond	Underground Lab	E-1 Front-Door Key	Spin the wheel to zap the armor, then launch the helmet at the glass jar on the wall.
Trillion Diamond	Haunted Catacombs	E-1 Front-Door Key	Burn the webs in the second half of the Haunted Catacombs.
Baguette Diamond	Cliffside	E-1 Front-Door Key	Reach the Cliffside’s B2 level and vacuum the Gem down from the vine.
Football Diamond	Front Entrance	E-2 Double Trouble	Reveal and A-Pull the missing chain attached to the gargoyle, then open the safe under the stairs.
Drop Diamond	Restrooms	E-2 Double Trouble	A-Pull the chain in the west half of the Restrooms.
Pebble Diamond	Gargoyle Roof	E-2 Double Trouble	Launch the stars into the constellation’s empty slots.
Rhombus Diamond	Ancient Exhibit	E-2 Double Trouble	Water the sprout near the door, then flash the purple flower.
Star Diamond	Aviation Exhibit	E-3 A Train to Catch	A-Pull each of the hot air balloon’s sandbags.
Octagon Diamond	Nautical Exhibit	E-3 A Train to Catch	Open the chest at the end of the pirate ship.
Oval Diamond	Dark Age Exhibit	E-3 A Train to Catch	Place the blue book from the Front Entrance into the slot on the bookcase.
Spindle Diamond	Jungle Exhibit	E-3 A Train to Catch	Use the gold bulb to collect the coins that appear, then open the revealed chest.
Coffin Diamond	Ice Age Exhibit	E-3 A Train to Catch	Use the gold bulb to collect the coins that appear, then open the revealed chest.
Mushroom Diamond	Train Exhibit	E-3 A Train to Catch	Reveal the missing piece of the track, then ride the train around the room.

Many Gems can be collected in more than one mission.

Boos

Gloomy Manor

Mission	Location	Notes
A-1 Poltergust 5000	Garage	Reveal the spare tire near the door.
A-2 Gear Up	Mudroom	Reveal the small table near the south wall.
A-3 Quiet Please!	Studio	Reveal the Easel under the tarp.
A-4 Visual Tricks	Dining Room	The Boo is in the room when you arrive.
A-5 Sticky Situation	Library	Reveal the Piano.

Haunted Towers

Mission	Location	Notes
B-1 A Job for a Plumber	Hydro Generator	Reveal the tool chest in the northeast corner.
B-2 The Pinwheel Gate	Sewer	A-Pull the flower in the ceiling.
B-3 Graveyard Shift	Crypt	Reveal the urn near the east wall.
B-4 Pool Party	Family Room	Reveal and the portrait on the north wall.
B-5 Doggone Key	Tool Shed	Reveal all hidden items.

Old Clockworks

Mission	Location	Notes
C-1 A Timely Entrance	Warehouse	Unravel the red spool near the southeast corner.
C-2 Underground Expedition	Quarry	Reveal the bridge at the top of the Quarry
C-3 Roundhouse Brawl	Kiln Room	This Boo appears when you defeat the Greenies.
C-4 Play Catch	Clock Tower Gate	Reveal the lantern east of the clockface.
C-5 Piece at Last	Crank Room	Reveal the chest in the secret area behind the west wall.

Secret Mine

Mission	Location	Notes
D-1 Cold Case	Terminal	After returning from the Airway, reveal the barrel south of the mirror.
D-2 Hit Rock Bottom	Chalet	Reveal the rocking chair.
D-3 Across the Chasm	Deep Hall	Reveal the teakettle, then slide it over the fire.

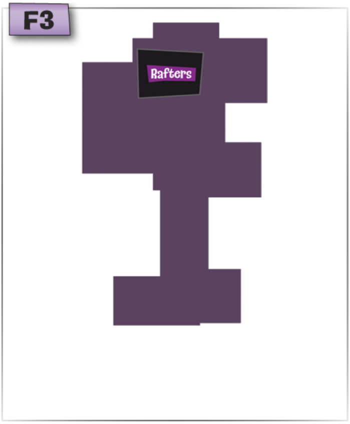
Treacherous Mansion

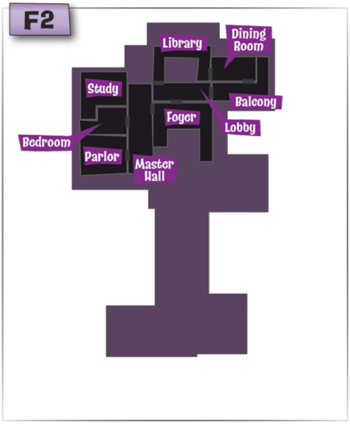
Mission	Location	Notes
E-1 Front-Door Key	Underground Lab	Spin the wheel to zap the armor.
E-2 Double Trouble	Inner Courtyard	Launch a Toad Assistant into each cage.
E-3 A Train to Catch	Dark Age Exhibit	Use the gold flower to collect the coins, then open the chest.
E-4 Ambush Maneuver	Train Exhibit	Defeat the Big Boo.
E-5 Paranormal Chaos	Aviation Exhibit	Reveal the hot air balloon.

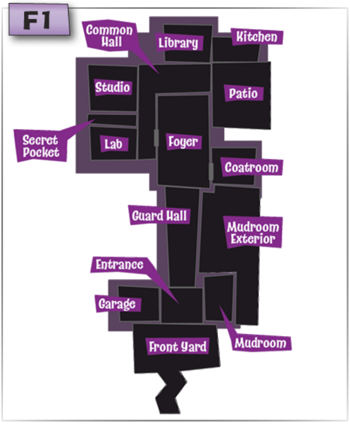
If a Boo doesn’t appear after you reveal the appropriate object, you must investigate the object to draw out the enemy.

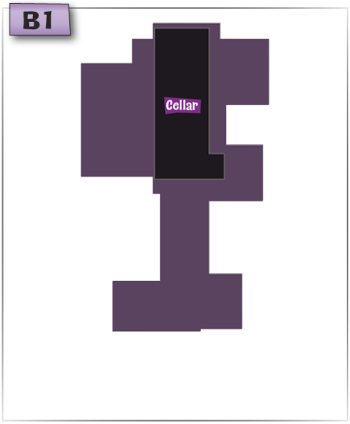
Walkthrough

Gloomy Manor

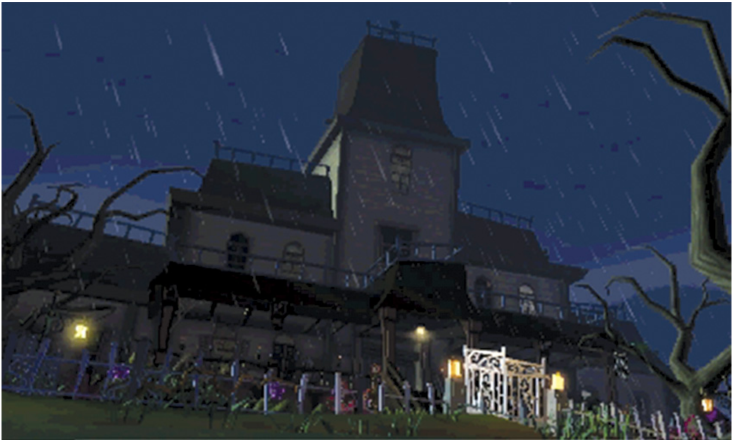








Mansion Overview



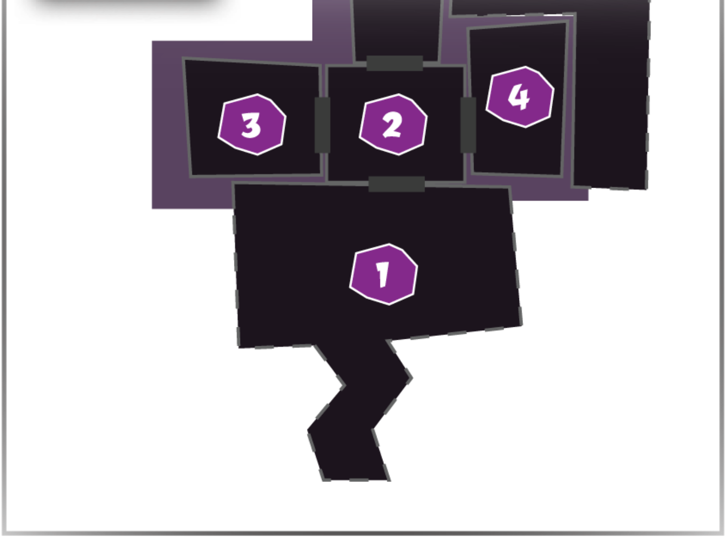
Gloomy Manor is a classic haunted house, complete with dusty antiques, peeling wallpaper, and its fair share of secret passages. As you play through the Gloomy Manor missions, you'll face Greenies, Hiders, Slammers, Poltergeists, Boos, and the powerful Grouchy Possessor. Pay attention each time you encounter a new enemy—the tactics you learn in Gloomy Manor will serve you well. This mansion also contains Professor E. Gadd's most important inventions.

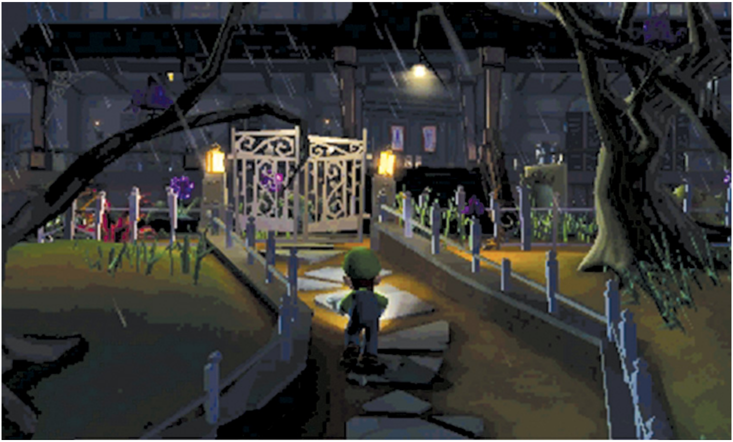
A-1 Poltergust 5000

Professor E. Gadd's Mission Description

If we want to recover the Dark Moon, you'll need to be properly equipped. I've got just the device for the job, but I left it in the Gloomy Manor! Mind fetching it for me, sonny?

Find the Poltergust 5000

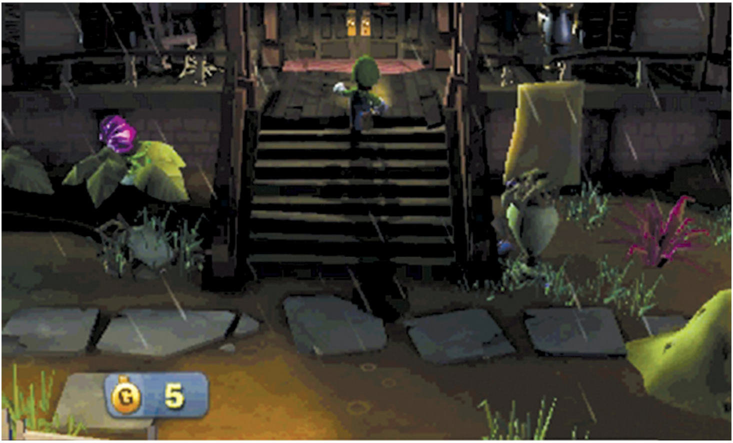




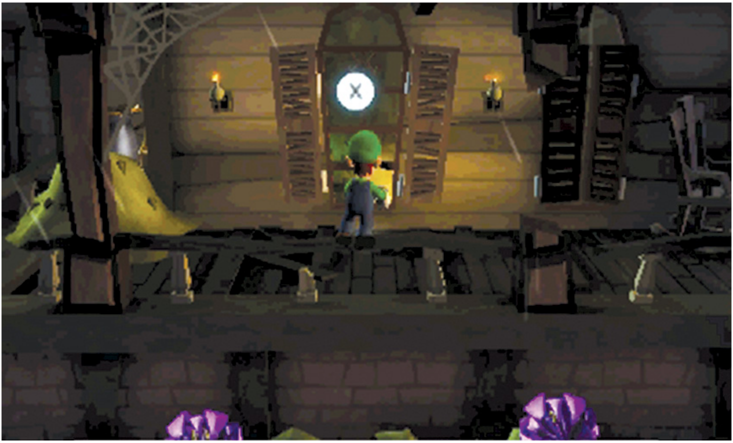
1 When the mission starts, Luigi's abilities are very limited. Follow the path toward the mansion until you pass through the gate. After the gate slams shut, Professor E. Gadd calls you on the Duel Scream. Use the Touch Screen to answer the call and gain the ability to run.

Tip

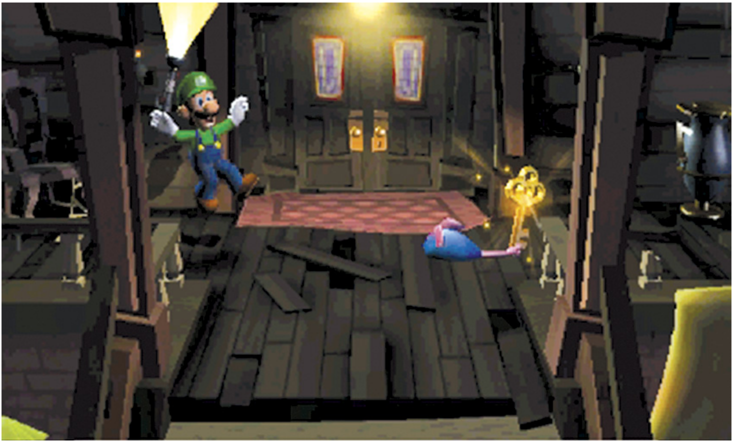
When you replay this mission, use the Strobulb to flash the crows perched in the trees along the path.



During this mission, the Front Yard contains a good deal of hidden treasure—unfortunately, most of it is inaccessible at the moment. Rather than waste time exploring the area now, it's best to conduct a thorough search of the Front Yard after you've recovered the Poltergust 5000 and the Strobulb attachment. For now, run up the steps and attempt to open the front doors.



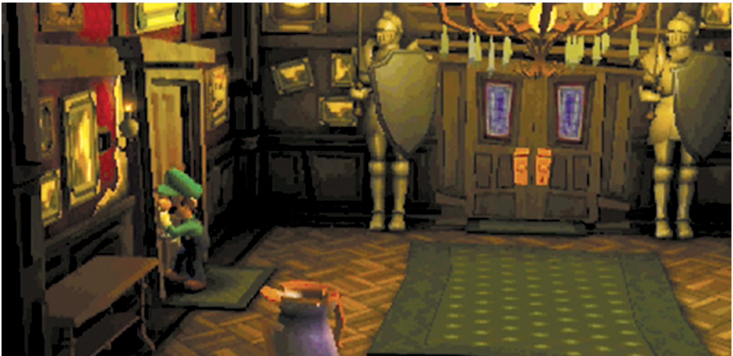
After you check the doors, follow the porch to the left. Approach the window just past the rocking chair, then press X to peek into the Garage. Tilt your Nintendo 3DS system or slide the Circle Pad to aim the camera at the parked car. Wait for the Greenies to leave the area, then press B to back away from the window.

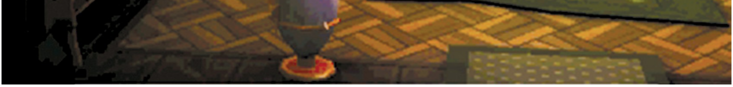


Move back to the right to find a mouse with a Key wrapped in its tail. After Luigi recovers, follow the mouse down the steps and chase it around the Front Yard. The mouse tries hard to evade you, but you have a slight speed advantage. Catch the mouse to collect the Key, then climb back up the steps and unlock the front doors.

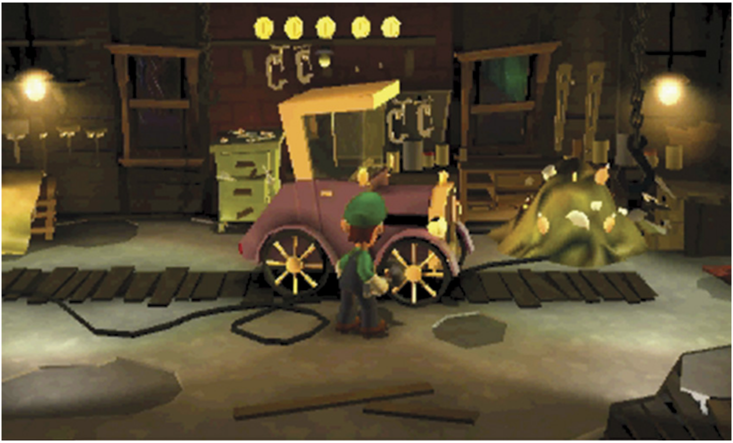
Key Location

To find the Key hidden in the Front Yard, investigate the mansion's front doors, then peek through the window to the left. Once you've satisfied both of these conditions, a mouse appears on the porch, dragging the Key behind it. Chase the mouse through the Front Yard until you catch it and retrieve the Key.

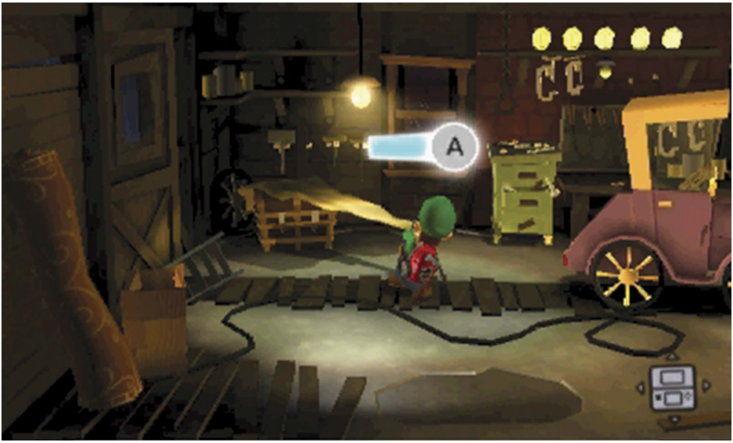




2 Like the Front Yard, the Entrance contains some hidden treasure. Once again, it's best to search the area after you collect the required equipment. For now, use the door on the west wall to enter the Garage.



3 Move to the center of the Garage and inspect the parked car to find the Poltergust 5000. When the cinematic ends, a pile of trash falls to the floor, blocking the door to the Entrance.



After you answer Professor E. Gadd's call, use your new equipment to vacuum the trash blocking the door. Move to the room's northwest corner and use the Poltergust 5000 to A-Pull the cloth covering the chest. Press and hold R to latch onto the cloth, then move away from the chest. When prompted, press A to rip the cloth free. Open the chest and collect the revealed Key, then search the rest of the Garage. Use the Poltergust to vacuum all the treasure at the top of the room.

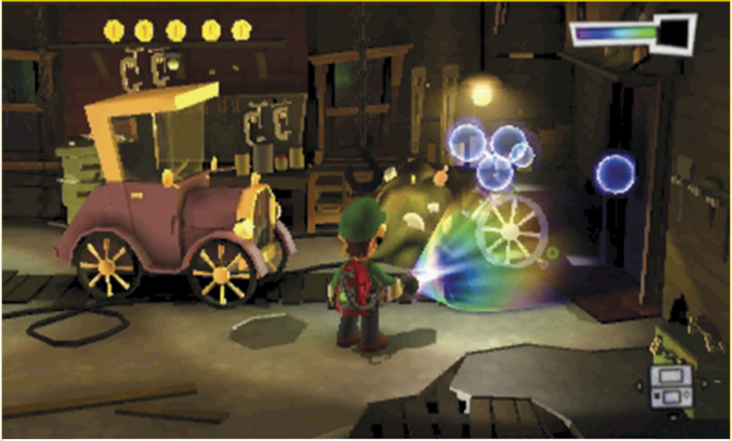
Key Location

To find the Key hidden in the Garage, locate the covered chest in the room's northwest corner. Use the Poltergust to A-Pull the cloth loose, then open the chest and collect the Key.

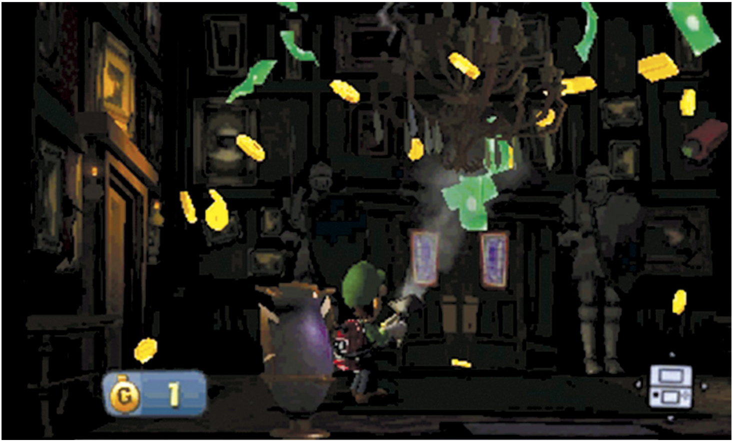
Tip

Search all of the drawers and containers in the Garage, and use the Poltergust 5000 to vacuum the treasure hidden on the beams above you. Check the window near the chest to watch the Greenies playing outside.

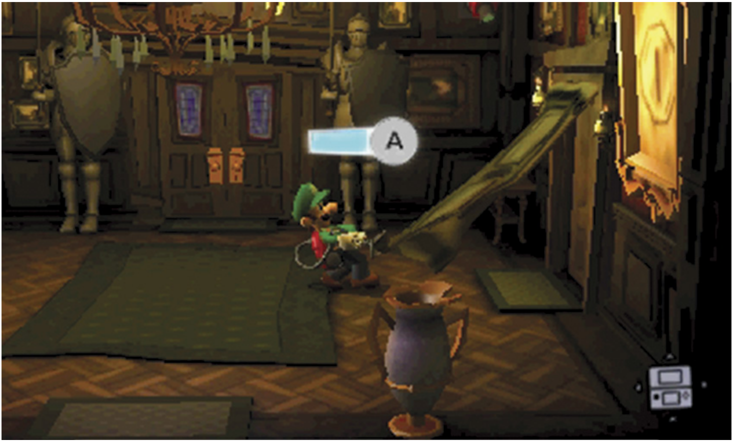
Boo Location



This mission's Boo is hiding in the Garage. To capture it, you must replay this mission after you gain the Dark-Light Device from A-4 Visual Tricks. Revisit the Garage and use the Dark-Light Device to reveal the spare tire located near the door. Vacuum all of the Spirit Balls to force Boogie Woogie into the open, then use the tactics learned in A-4 Visual Tricks to add this Boo to your collection.



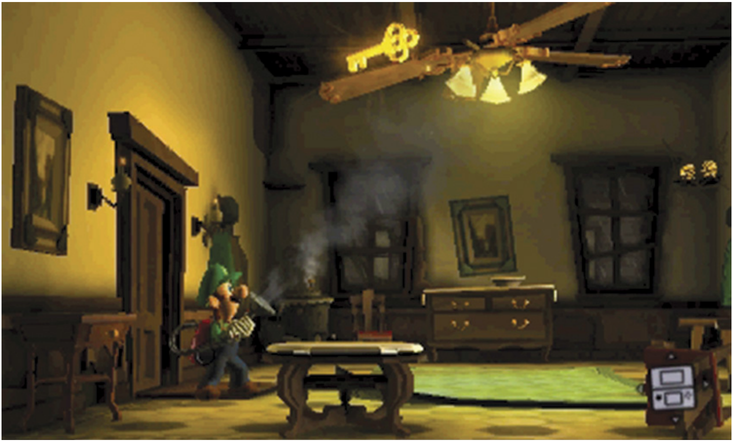
When you’re ready, leave the Garage and return to the Entrance. Use the Poltergust to vacuum the chandelier to temporarily darken the room. During this mission, extinguishing this chandelier produces a significant amount of treasure! Move quickly to collect it before it vanishes.



Move to the right and A-Pull the tapestry blocking the door.Search the room, then use the door on the east wall to enter the Mudroom.

Tip

Search the vases and suits of armor, and make sure you vacuum the treasure above the door on the back wall. When you replay this mission, use the Dark-Light Device to reveal the treasure hidden in the framed sketch on the east wall.



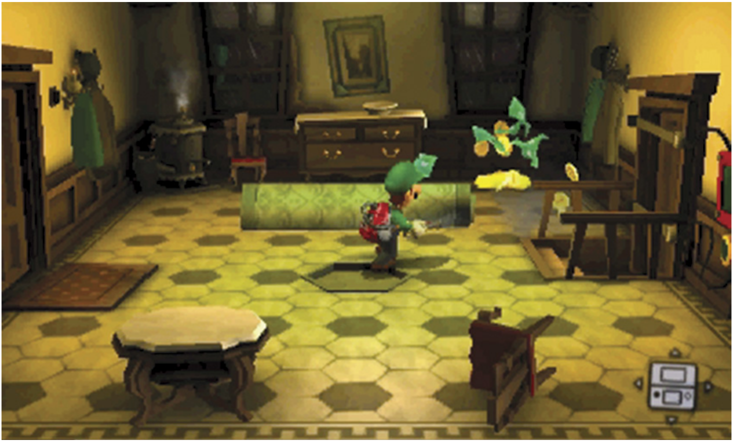
4 Once inside the Mudroom, look up to find the ceiling fan above you. Use the Poltergust to spin the fan until the attached Key falls to the ground.

Key Location

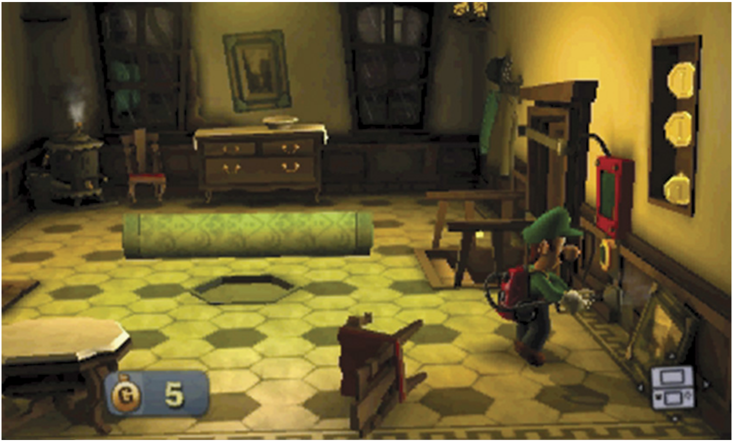
To find the Key hidden in the Mudroom, use the Poltergust to spin the ceiling fan. When the fan reaches its top speed, the Key falls to the floor.

Caution

As you explore the Mudroom, watch out for the spiders that lower from the ceiling!



Use the Poltergust to roll up the rug on the Mudroom floor. Stand on the rug and vacuum it toward the back wall, or stand in the foreground and blow the rug toward the back wall. Step on the revealed switch to open a secret panel on the back wall. During this mission, the panel contains a nice stash of treasure!

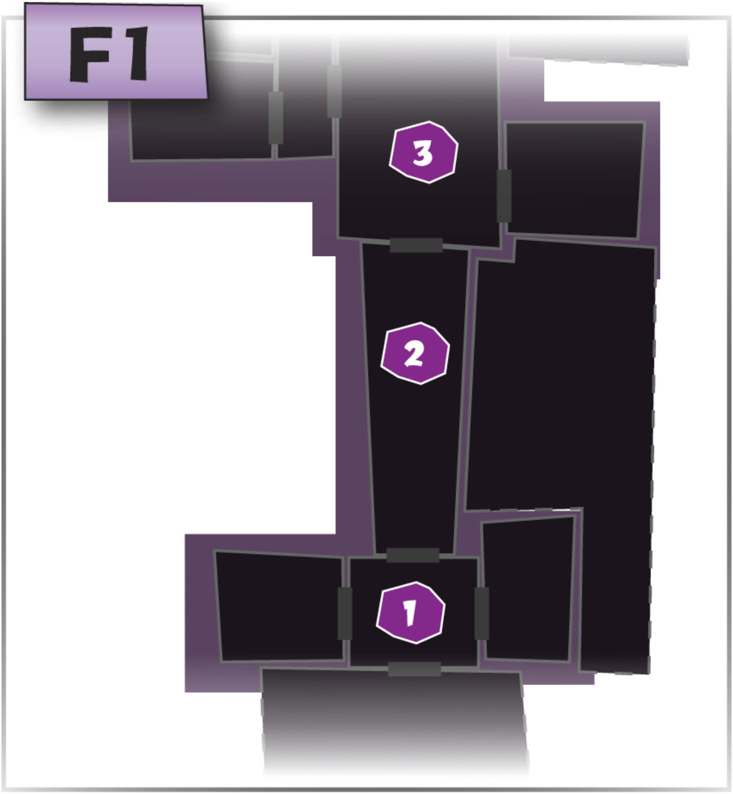


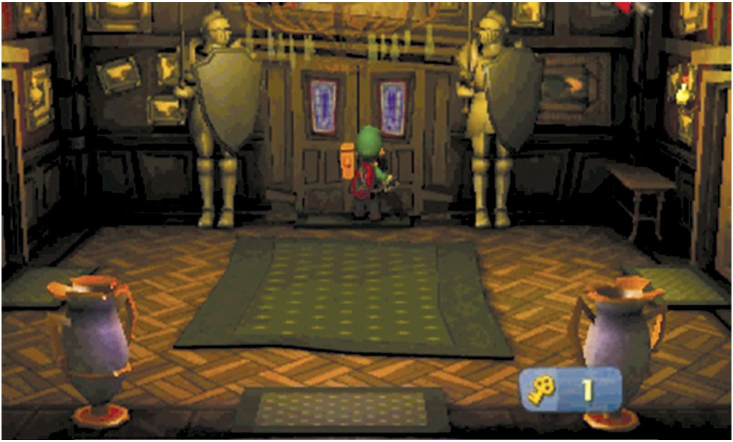
The green circular panel on the east wall unlocks the nearby door. To reach the Mudroom Exterior, you must return to this panel after you acquire the Strobulb. Search the items in the Mudroom, then return to the Entrance.

Tip

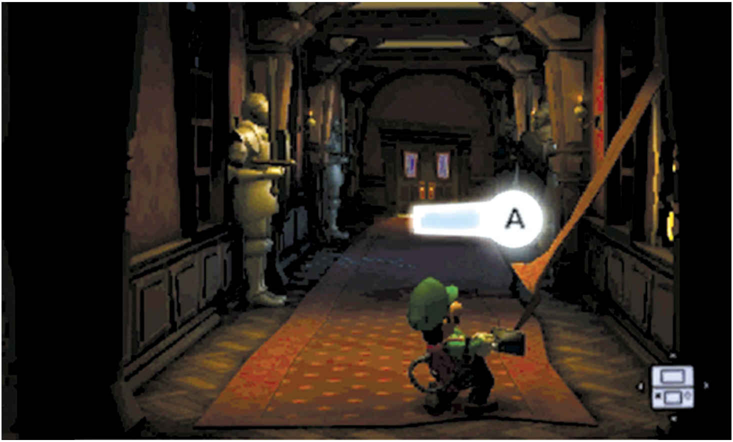
Search the drawers around the room, but make sure you A-Pull the coats on the walls. Before you leave, investigate the window in the room's northeast corner to catch your first glimpse of the playful Polterpup.

Find the Strobulb





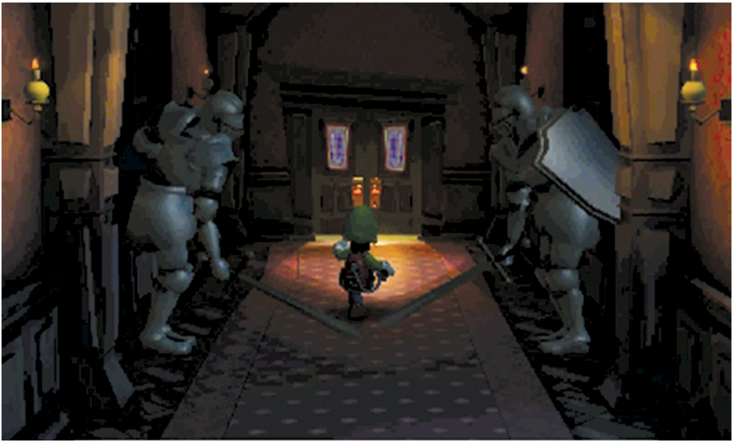
1 When you’re ready, use one of the two Keys in your possession to unlock the doors on the back wall and enter the Guard Hall.



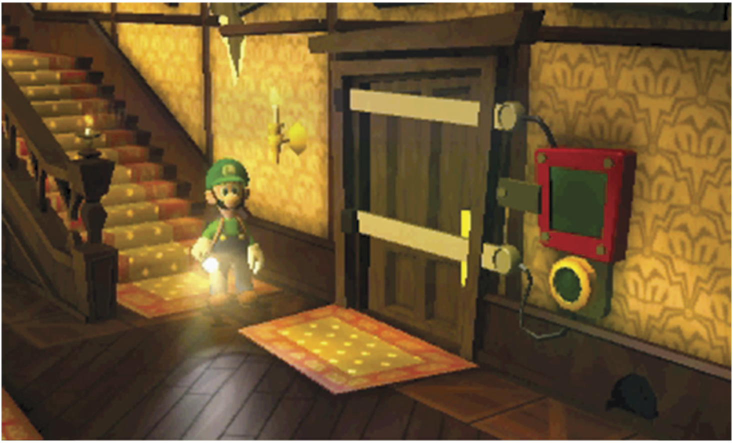
2 When the cinematic ends, use the Poltergust to A-Pull the wallpaper to the right. During this mission, doing so reveals a treasure stash. When you’re ready, run to the far end of the Guard Hall.

Caution

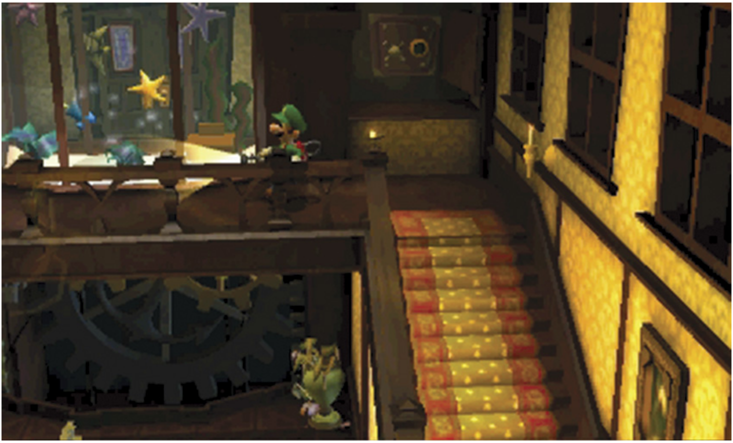
The suits of armor lining the Guard Hall swing their swords as you move into range. Run at full speed to slip past each attack.



When you reach the next door, use your remaining Key to open the path to the Foyer.



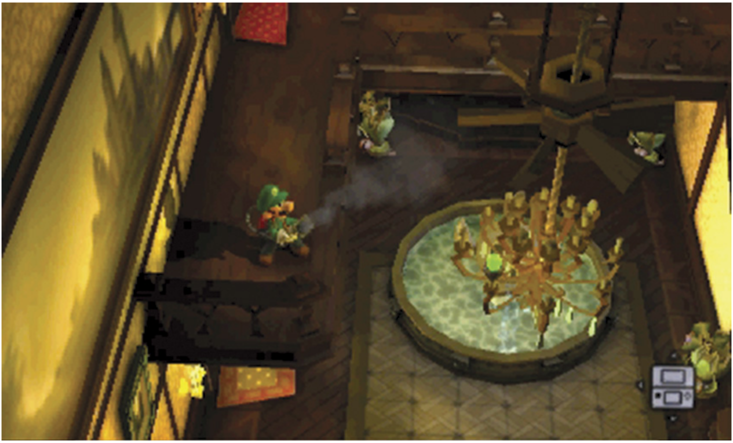
3 After stashing the Strobulb on the Foyer chandelier, the Greenies escape to the Coatroom. Like the door to the Mudroom Exterior, the Coatroom door is located near a green circular panel. Approach the stairs to trigger a call from Professor E. Gadd.



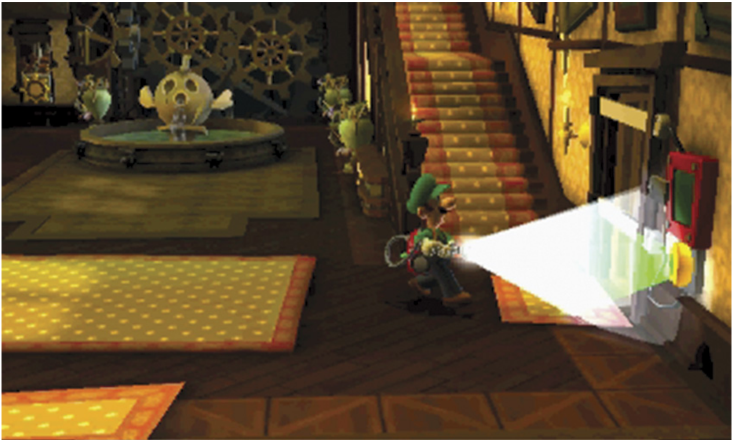
When the call ends, continue up the stairs to find another green circular panel attached to a wall safe. Move left and follow the walkway around the perimeter of the room.

Tip

If you inspect the aquarium on the Foyer's north wall, you'll spot the Star Amethyst. This Gem cannot be collected before mission A-4 Visual Tricks.



When you reach the end of the walkway, vacuum the rotor above the chandelier. As the rotor spins, the chandelier lowers. When it reaches the floor, race down the stairs and grab the Strobulb before the chandelier returns to its original position.



After you answer the Duel Scream, use the Strobulb to unlock the door to the Coatroom. Aim your Flashlight at the green circular panel on the east wall, then press Ⓐ to activate the Strobulb. This not only unlocks the door, it triggers another call from Professor E. Gadd.

Tip

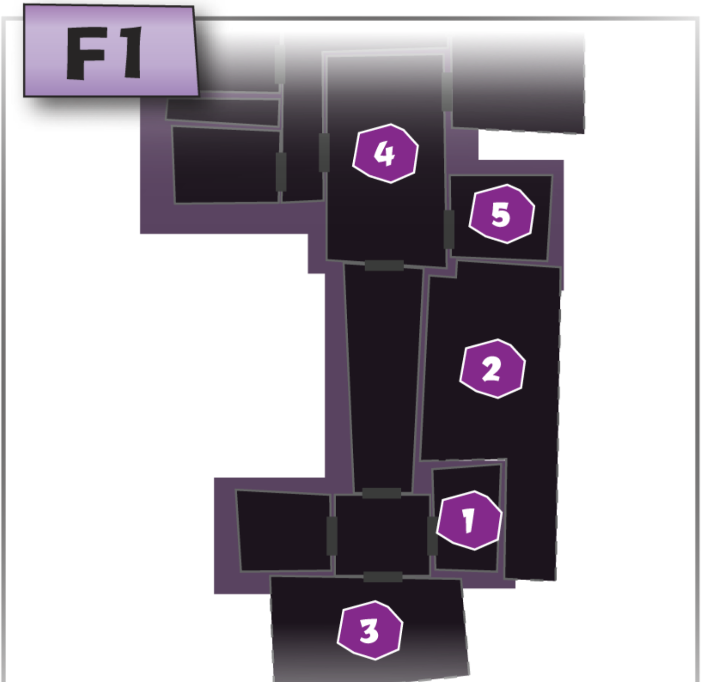
Remember that holding Ⓐ charges the Strobulb, resulting in a much larger flash when you release the button!

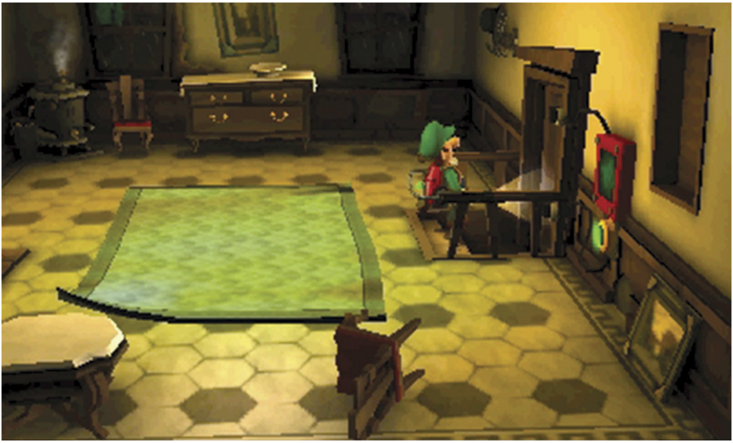
Before you investigate the Coatroom, consider using your new equipment to collect some of the items you were forced to pass up earlier in the mission. During this mission, the safe at the top of the stairs contains a nice treasure stash—use the Strobulb to collect it! Search the vases and drawers in the Foyer, then return to the Guard Hall and follow the path back to the Mudroom, just east of the Entrance.

Tip

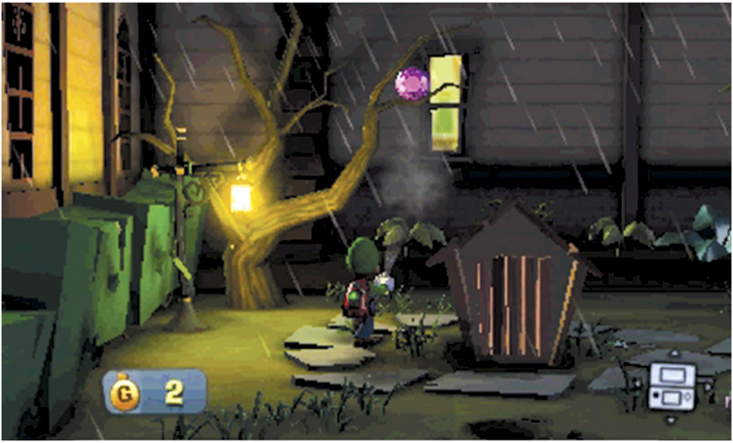
Vacuum the painting in the Foyer's southwest corner to reveal a framed sketch. After you gain the Dark-Light Device, use it to reveal the treasure hidden in this object.

Revisit Unfinished Business





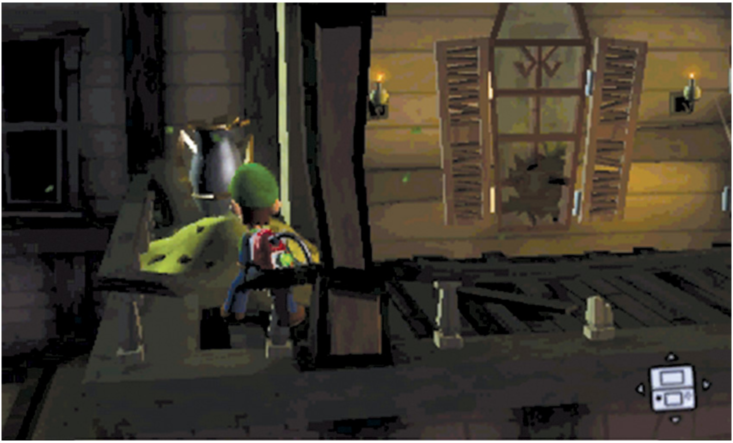
1 When you return to the Mudroom, use the Strobulb to activate the panel on the east wall. Pass through the unlocked door to reach the Mudroom Exterior.



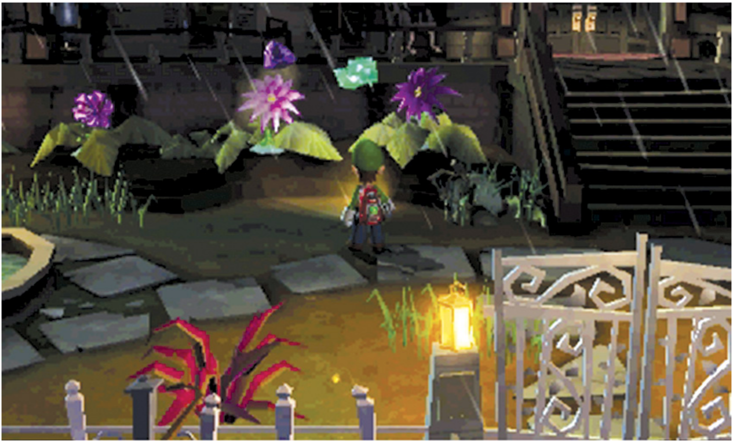
2 As you approach the doghouse in the center of the Mudroom Exterior, avoid the mice scurrying through the grass. Flash these critters with the Strobulb, then use the Poltergust to vacuum the Round Amethyst from the tree in the northwest corner.

Gem Location

After you gain the Strobulb, use it to activate the panel in the Mudroom. Enter the Mudroom Exterior, locate the tree in the northwest corner, and vacuum the Round Amethyst from its branches.



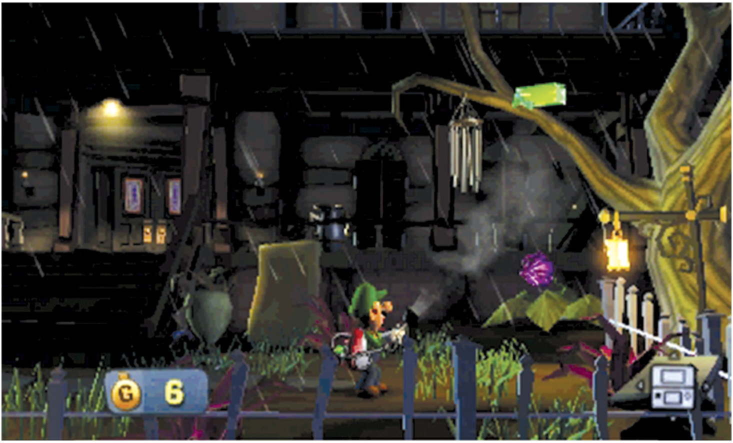
3 After you collect the Gem from the Mudroom Exterior, follow the path back to the Front Yard. During this mission, the Front Yard has plenty of treasure to collect! Vacuum the trash at the west edge of the porch, then search the vase in the corner. As you explore the rest of the area, make sure you check the remaining vases.



Use the Strobulb to flash the four purple flowers just west of the steps. Three of the flowers contain treasure, but one flower contains the Trillion Amethyst.

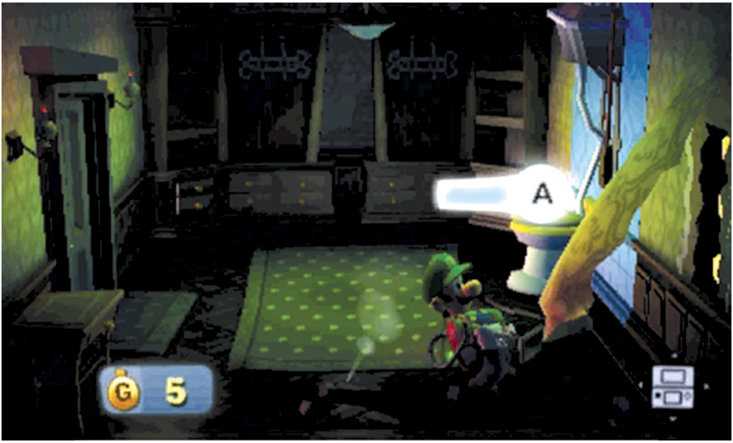
Gem Location

After you gain the Strobulb, use it to flash the purple flowers in the Front Yard. One of the flowers in the west half of the area contains the Trillion Amethyst.



Circle the area and vacuum the trash piles and purple weeds to collect some hidden coins. When you reach the east half of the Front Yard, aim the Poltergust at the hanging wind chime and vacuum the bills down from the tree. Use the Strobulb to flash the purple flower in the corner, then A-Pull the cloth hanging just east of the steps to reveal an impressive treasure stash. When you're ready, head back inside.

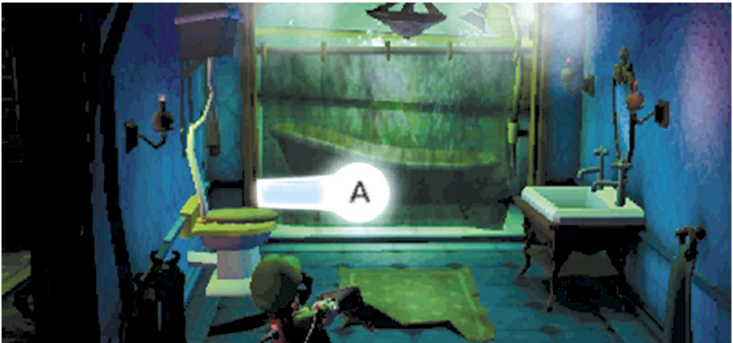
4 Pass through the Guard Hall and return to the Foyer. Head through the door at the base of the stairs to enter the Coatroom.



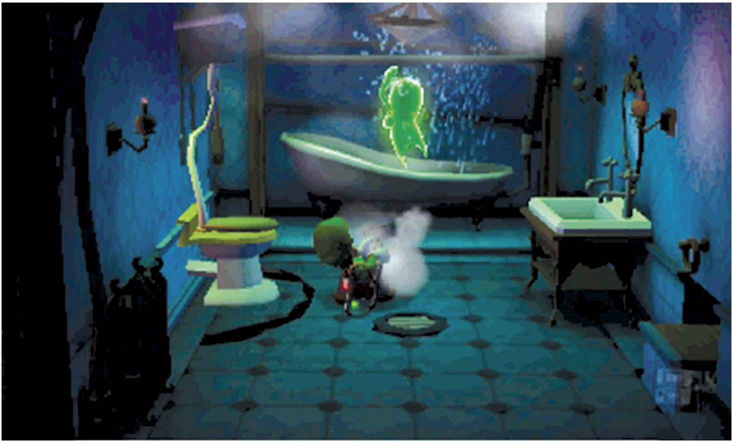
5 When you first enter the Coatroom, the lights are turned off. This usually indicates that enemies are hiding in the area. A-Pull the coats on the back wall, then A-Pull the peeling wallpaper in the area's southeast corner. Collect the revealed treasure, then investigate the toilet to activate the secret passage in the east wall.

Tip

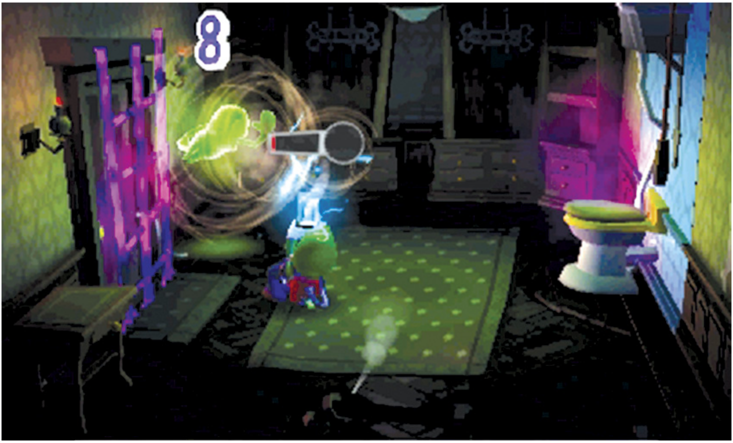
Keep the Poltergust free of clogs! Whenever possible, clear loose objects from an area before you initiate combat.



One of the Greenies is taking a shower in the east half of the Coatroom.Before you confront this ghost, search the rest of the hidden area. A-Pull the rug on the ground to reveal some treasure, then A-Pull the towel in the southeast corner to find another stash.



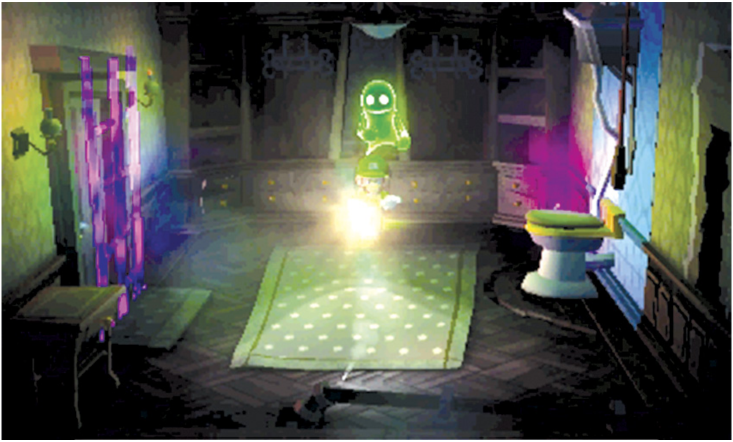
When you're ready, A-Pull the shower curtain to reveal a Greenie. After the ghost flees, activate the toilet to return to the other half of the Coatroom.



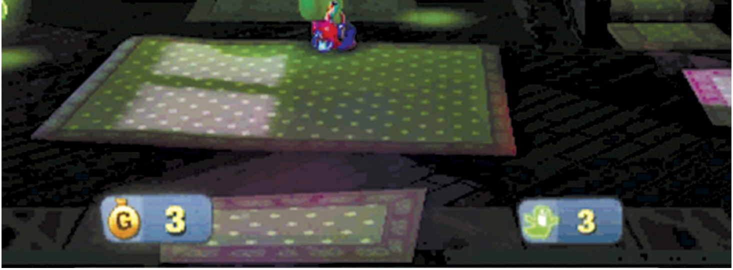
To coax the enemy out of hiding, simply attempt to leave the Coatroom. When the Greenie appears, press A to flash it with the Strobulb, then hold R to latch onto the enemy before it recovers. Maintain suction until you can A-Pull the Greenie, or until the struggling ghost is too weak to avoid capture.

Tip

It can be difficult to charge an A-Pull before a Greenie is automatically captured, but the effort will net you some treasure. As the enemy struggles, slide the Circle Pad in the opposite direction. If you stay on your toes, you should charge the A-Pull just before the Greenie succumbs.



The second Greenie is hiding in the back of the room. When it emerges, capture the ghost to open the path out of the Coatroom.



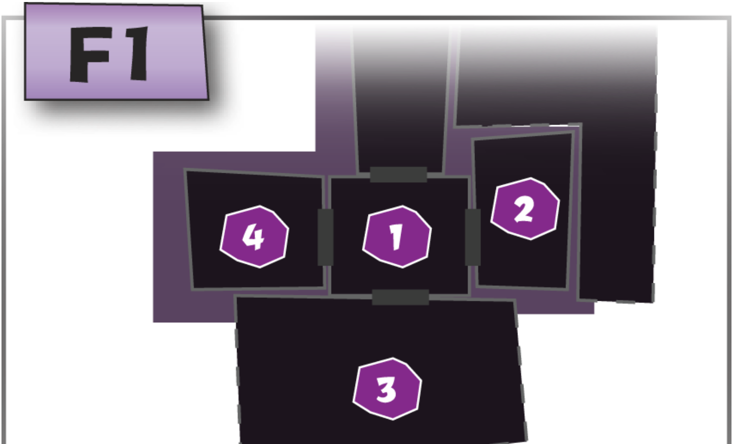
Return to the Foyer to find four more Greenies playing in the fountain. When they notice you, most of the enemies vanish. Drop back and charge the Strobulb to increase your chances of stunning multiple targets. Capture all four Greenies to trigger another call, then answer the Duel Scream to end the mission and return to the Bunker.

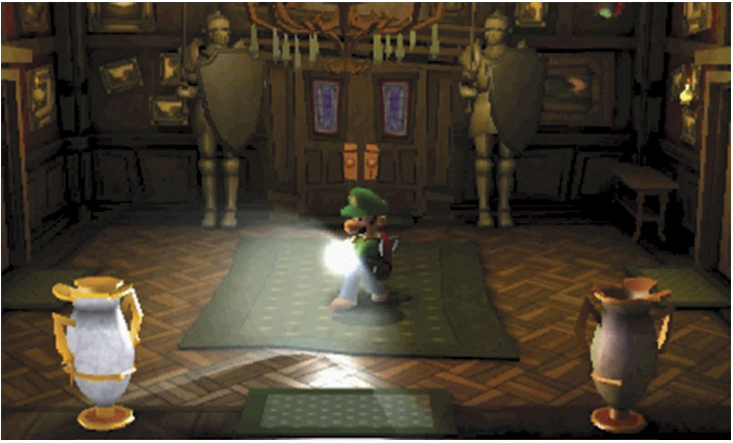
A-2 Gear Up

Professor E. Gadd's Mission Description

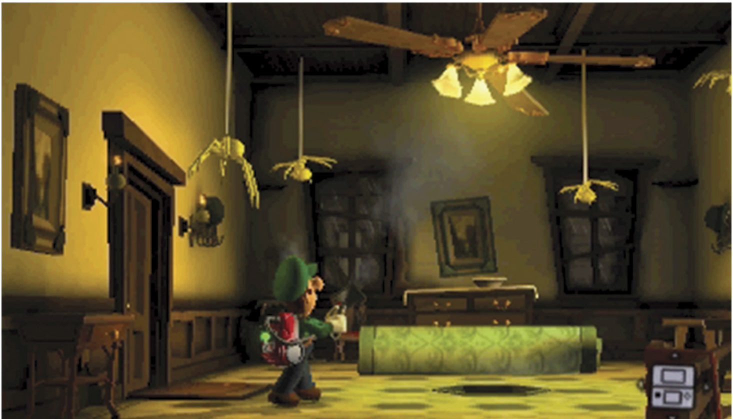
Now that you're properly equipped, let's find those Dark Moon pieces! Paranormal readings are stronger in the north rooms of the Gloomy Manor, so we should start our search there.

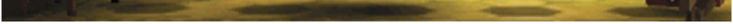
Search for Treasure





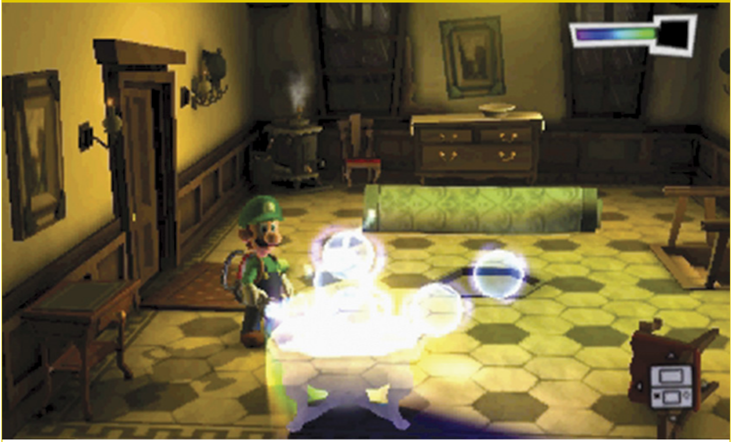
1 The mission begins in the Entrance, and you have a clear path to your first objective. Before you head to the Foyer, however, consider searching the surrounding area for treasure. Use the door on the east wall to enter the Mudroom.





2 Trigger the switch under the rug to reveal a small amount of treasure, and search the various drawers and containers. Vacuum the ceiling fan until four gold spiders lower into view. Use the Strobulb on the spiders before they vanish. Each spider you flash will transform into a gold bar. When you're ready, return to the Entrance and move down to the Front Yard.

Boo Location

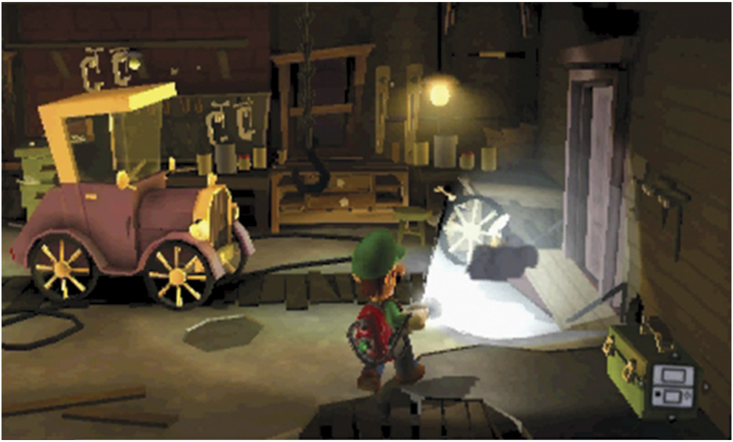


This mission's Boo is hiding in the Mudroom. To capture it, you must replay this mission after you gain the Dark-Light Device from A-4 Visual Tricks. Revisit the Mudroom and use the Dark-Light Device to reveal the small table in the foreground, near the room's southwest corner. Vacuum all of the Spirit Balls to force BaBoon into the open, then use the tactics learned A-4 Visual Tricks to add this Boo to your collection.

Note

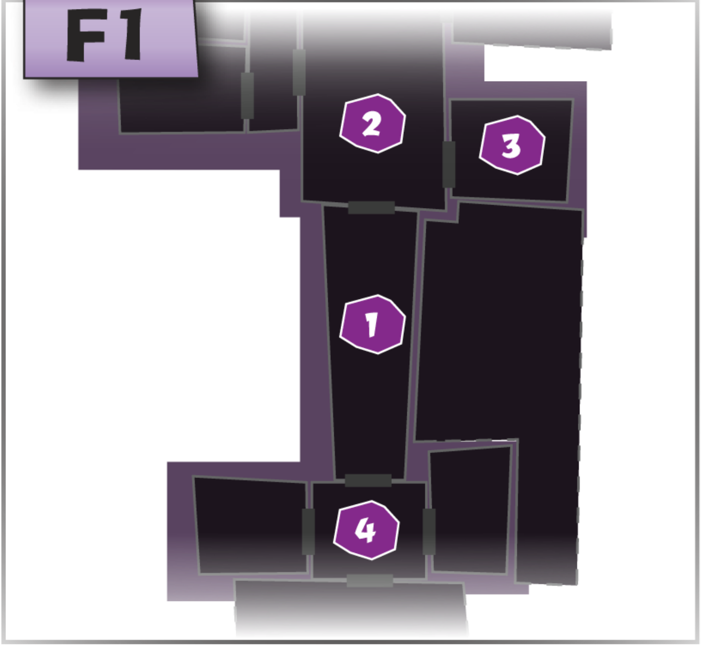
If you've already collected the Round Amethyst, there's no reason to visit the Mudroom Exterior during this mission.

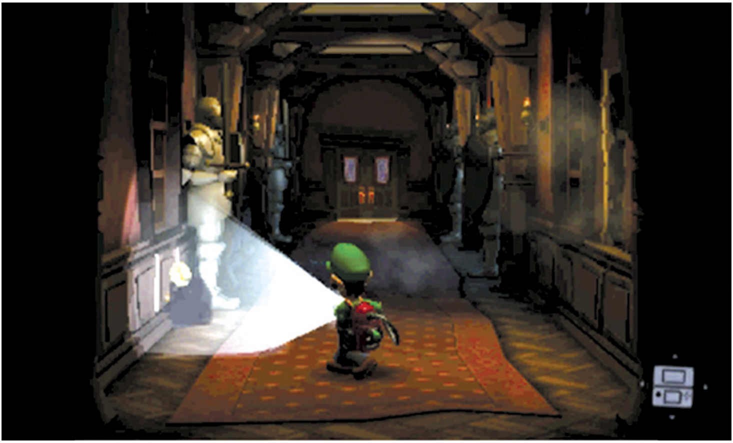
3 The Front Yard doesn't contain anywhere near as much treasure as it did during A-1 Poltergust 5000, but it's still worth visiting. Check the vases, use the Strobulb to flash the purple flowers, and vacuum the weeds scattered around the area. When you're ready, head back inside.



4 During this mission, the Garage doesn't contain much of value. However, you can earn a few coins if you make the effort. Use the Strobulb to flash the mice scurrying along the floor, then check the various drawers and containers placed throughout the room. When you're ready, leave the Garage and head for your first objective.

Investigate the Foyer

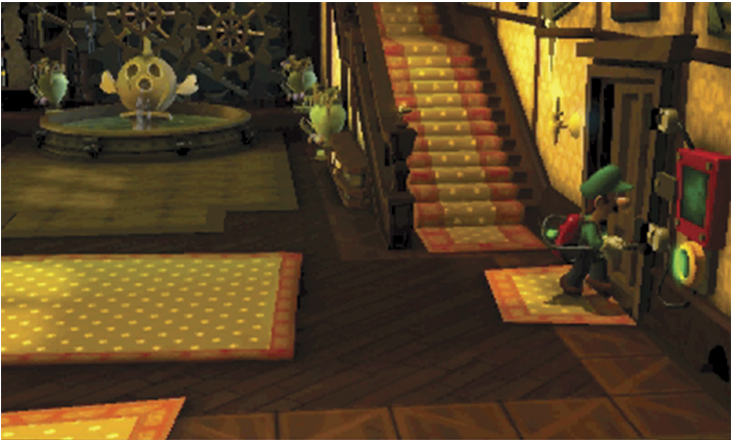




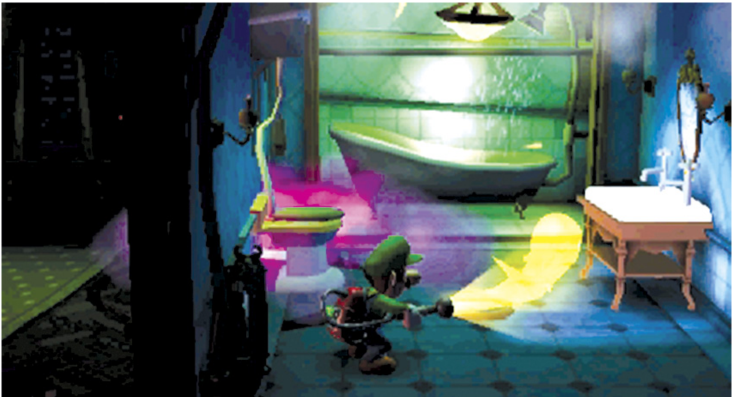
1 Professor E. Gadd wants you to activate a mechanism in the Foyer. As you move through the Guard Hall, use the Strobulb to flash the mice scurrying along the baseboards.

Caution

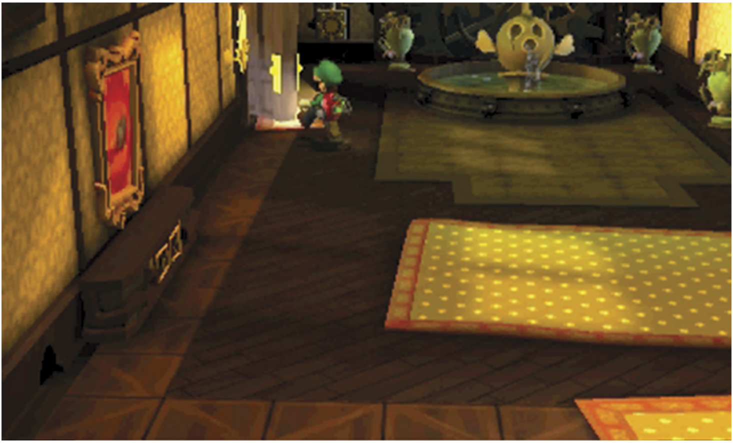
Every bit of treasure helps, but don't let it distract you from nearby dangers. Be mindful of the suits of armor, and don't let the fast-moving mice touch you.



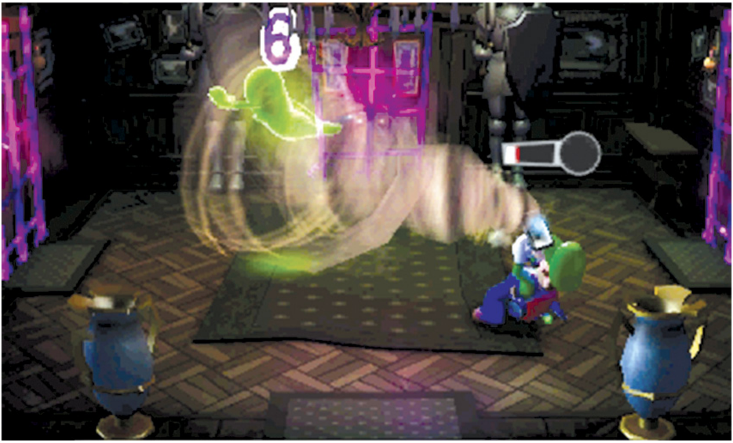
2 You reach the Foyer just in time to see a group of Slammers swipe the mechanism's gears. When they spot you, the brutes split up and flee the area. Answer the call on your Duel Scream to receive your next objective. Professor E. Gadd wants you to track down the Slammers and recover all four stolen gears. Before you begin your hunt, use the door on the east wall to enter the Coatroom.



3 A-Pull the coats and the loose wallpaper, then inspect the toilet to activate the secret passage. A-Pull the rug on the floor to reveal a Gold Greenie. Gold Greenies are very elusive, so flash this enemy as soon as it appears! Latch on with the Poltergust, then perform an A-Pull to capture the Gold Greenie before it escapes the area. Collect the resulting treasure, then cross back through the Coatroom and return to the Foyer.



When you’re ready, approach the door in the northwest corner. The door slams shut and a Key-carrying Greenie flees to the south.

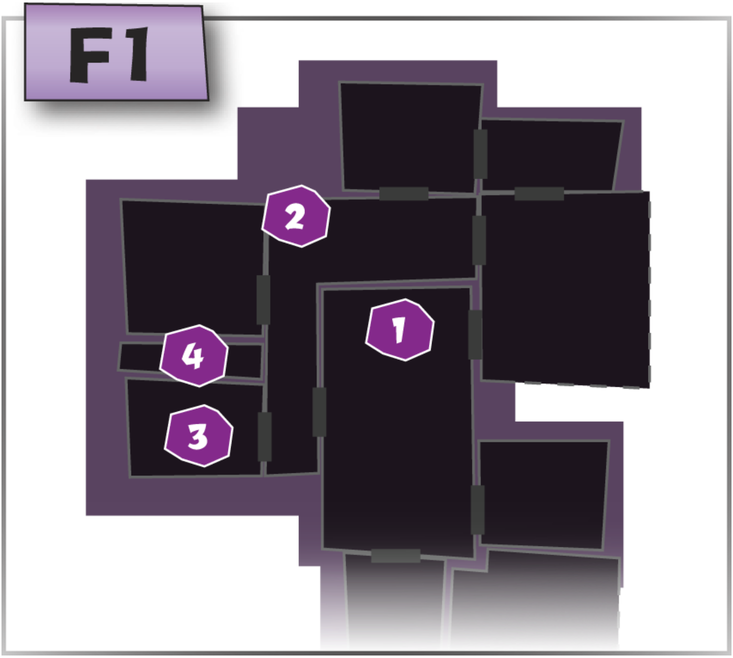


4 Follow the Greenie down through the Guard Hall and into the Entrance. Wait for the Greenie to spring its trap, then capture this lone ghost and collect the Key it leaves behind.

Key Location

When the Greenie flees from the Foyer to the Entrance, hunt down the ghost to collect the mission's first available Key.

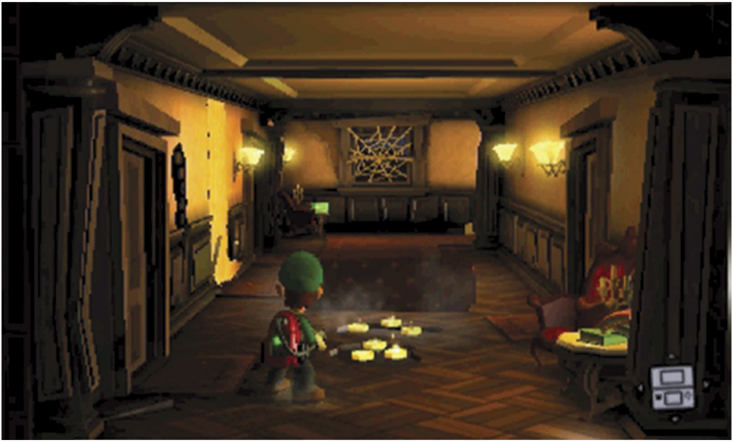
Recover the Gear from the Lab



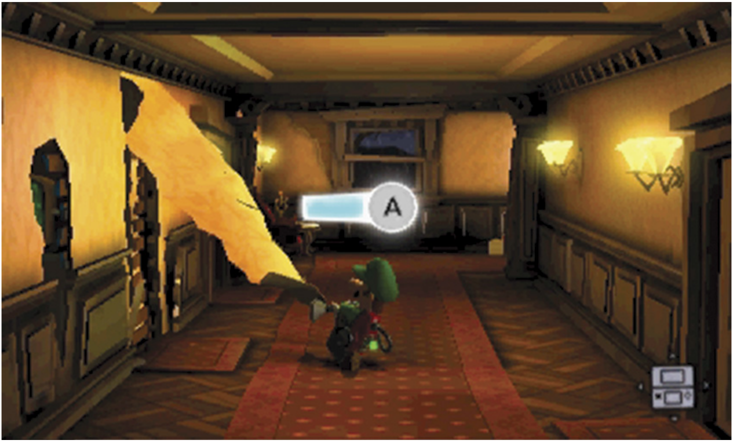
1 After you recover the Greenie's Key, return to the Foyer. Search the drawers and vases around the room, then move to the west wall and unlock the door to the Common Hall.

Tip

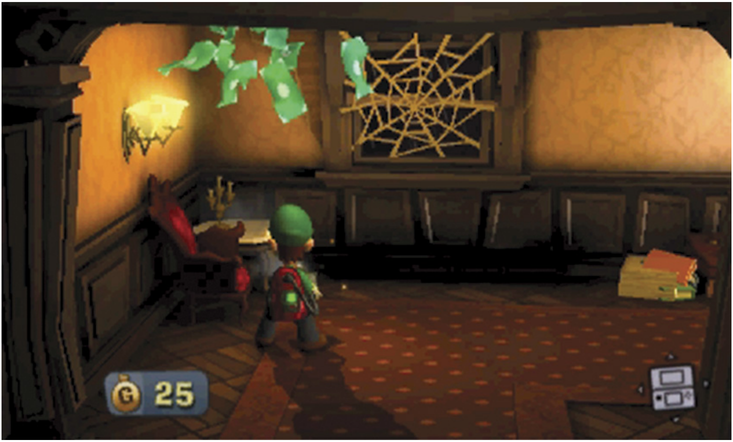
During this mission, the safe on the Foyer's upper level contains several Hearts. You can open the safe at any time, but it's best to wait until you've suffered heavy damage.



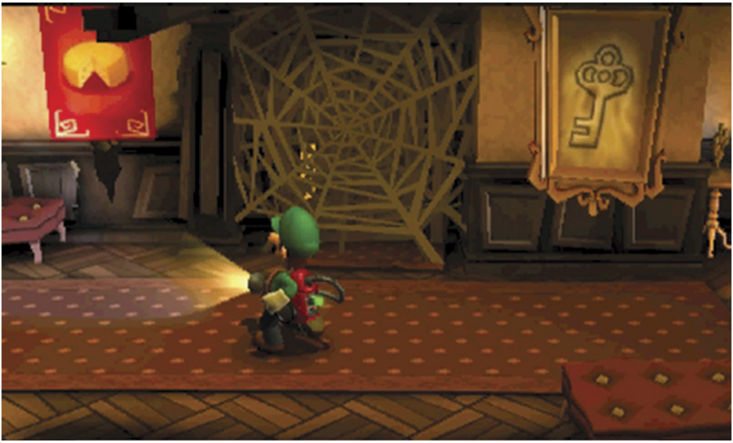
2 During this mission, the Common Hall contains a bit of treasure. Before you enter the Lab, consider having a look around the area. Use the Poltergust to roll the rug toward the background, then collect the exposed coins.



Locate the loose patch of wallpaper on the west wall. A-Pull the wallpaper to open the path to the Secret Pocket between the Lab and the Studio. Follow the path north to explore the rest of the Common Hall.



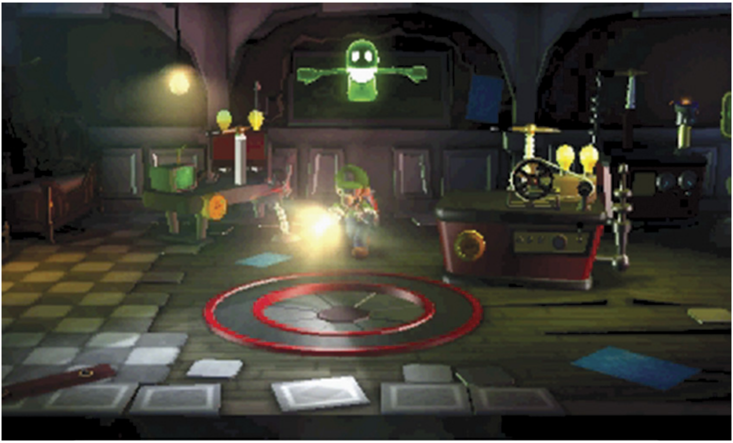
When you reach the bend in the Common Hall, use the Poltergust to collect the bills on the table. Vacuum the web covering the window, then dash away to avoid the bats that fly in through the opening. Flash these flying pests with the Strobulb, then explore the rest of the Common Hall.



The Library door is blocked during this mission, but you can vacuum the nearby posters and peek through the exposed crack. After you gain the Dark-Light Device, you can retrieve the Key from the framed sketch and reveal the path to the Patio. For now, however, return to the Lab door on south end of the Common Hall.

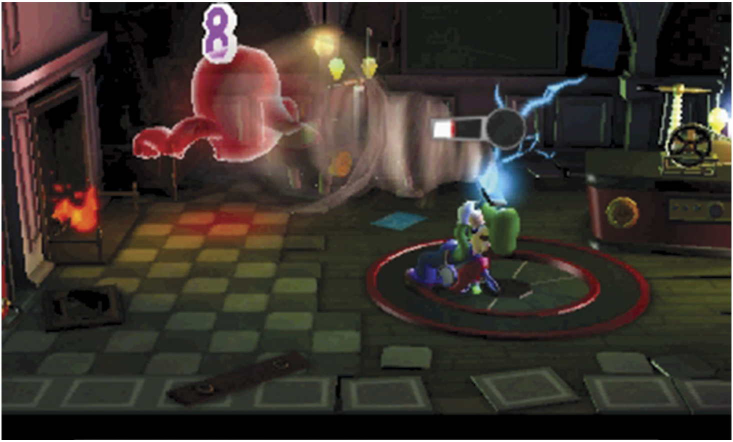
Tip

Before you enter the Lab, peek through the crack in the wall to get a preview of the area.



3 Enter the Lab and approach the chalkboard on the back wall to reveal a hiding Greenie. Once the first enemy is

exposed, a second Greenie appears in the area. Capture both of the weaker enemies to coax the first Slammer out of hiding.



Flash the Slammer with the Strobulb, then latch on with the Poltergust and wear the brute down. Until you upgrade the Poltergust, a single A-Pull isn't enough to capture a Slammer. Hang on tight, and try to execute a second A-Pull. When you capture the Slammer, it drops the first gear on the workspace. Vacuum the gear, and search the objects in the room. When you're ready, return to the Common Hall and enter the Secret Pocket.

Tip

Before you leave, vacuum the web near the Lab door. Flash the gold mice as they appear to earn a nice pile of treasure!

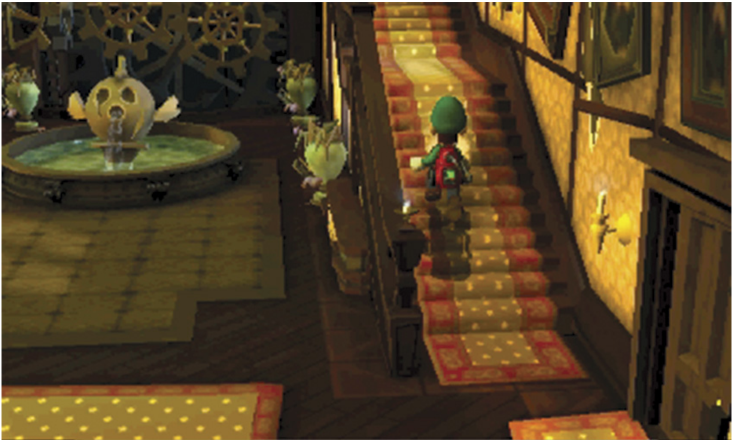
Note

The Lab contains a hidden safe and a hidden toolbox. After you gain the Dark-Light Device, remember to check these objects whenever you search the Lab.

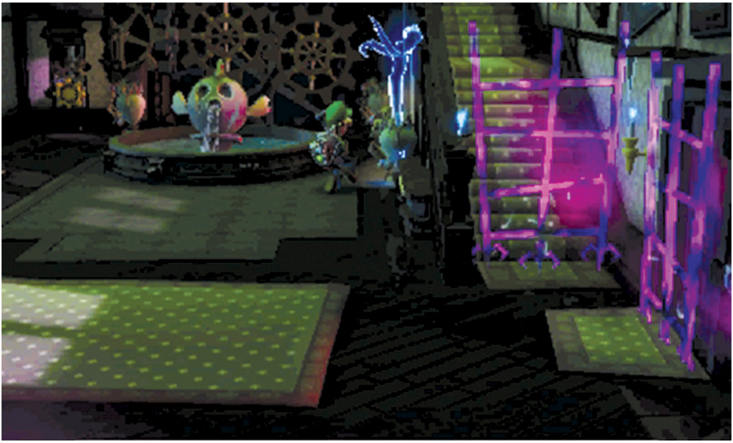
4 Vacuum the trash pile in the middle of the Secret Pocket, then use the peephole to peer into the Studio. Continue to the left, and use the Poltergust to collect the Key in the corner. The Studio is blocked from the inside, so you'll have to find another way into the room. For now, turn your attention to the two gears upstairs. Leave the Secret Pocket, then return to the Foyer and climb the stairs.

Key Location

When you enter the Secret Pocket, vacuum the trash pile in the center of the room, then vacuum the Key to the left.

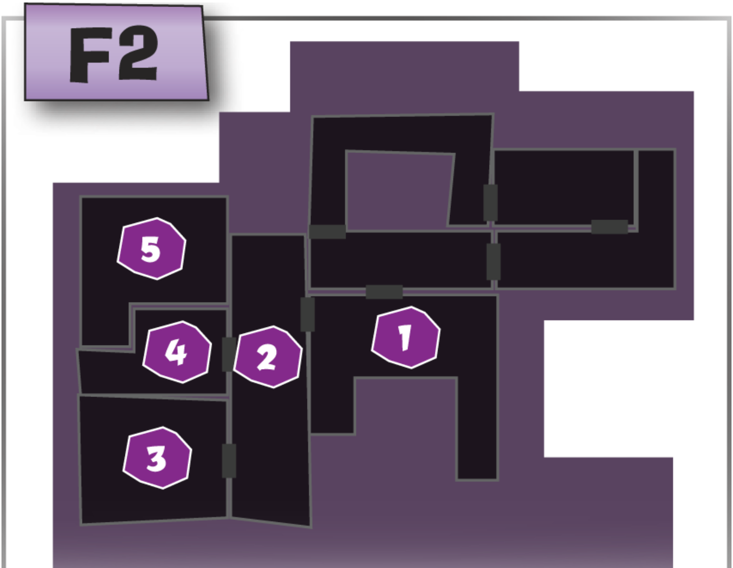


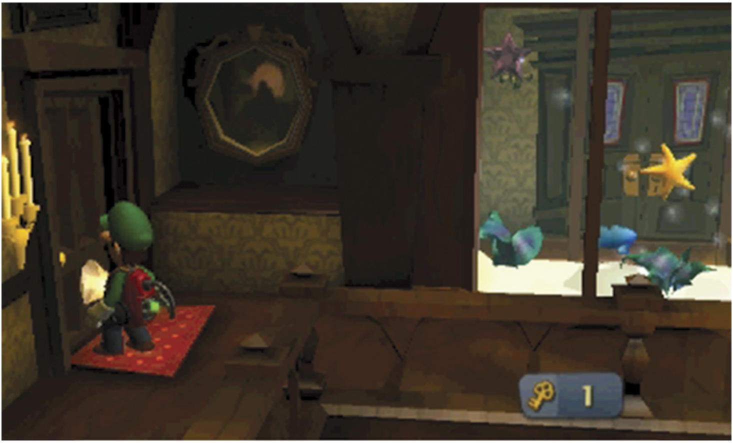
As you make your way up to level F2, note the blue candle flames along the stairs. This is another sign of a nearby ghost. As you approach the landing, the stairs give way, dropping you back down to level F1. When you land, a Hider taunts you and disappears into a nearby container.



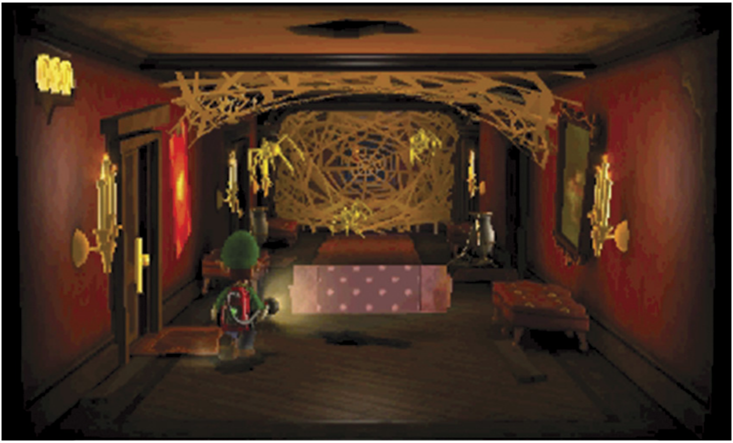
As you approach the ghost, watch out for any objects it might throw at you. Investigate the vase or drawer that contains the Hider, then flash the Strobulb when the ghost shows itself. If you stun the Hider, latch on with the Poltergust and charge an A-Pull. If you miss the ghost, it flees to another object. Repeat the process until you capture the Hider, then climb the stairs up to level F2.

Find the Gears on F2





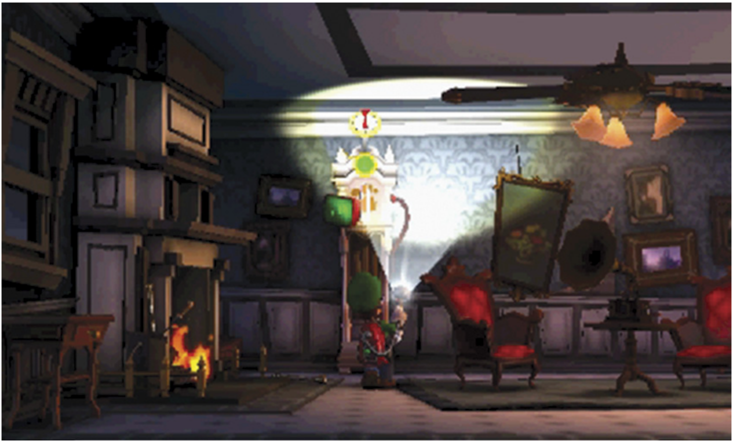
1 If you've lost any health, use the Strobulb to open safe at the top of the stairs. Follow the walkway to the left, then use the Key from the Secret Pocket to unlock the door to the Master Hall.



2 Move to the south end of the Master Hall, then use the Poltergust to roll up the edge of the rug. Three gold spiders spring out from a hole in the floor. Flash them with the Strobulb, then flash the red spiders that drop down with the ceiling. Collect the resulting treasure, search the rest of the area, then enter the Parlor through the door in the Master Hall's southwest corner.

Tip

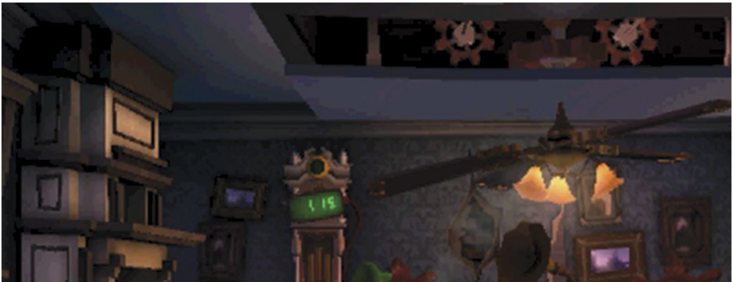
For the first several missions, the Master Hall's north half is blocked by a large web. For now, vacuum the coins high on the west wall, clear out the smaller webs, and check the vases on either side of the area.



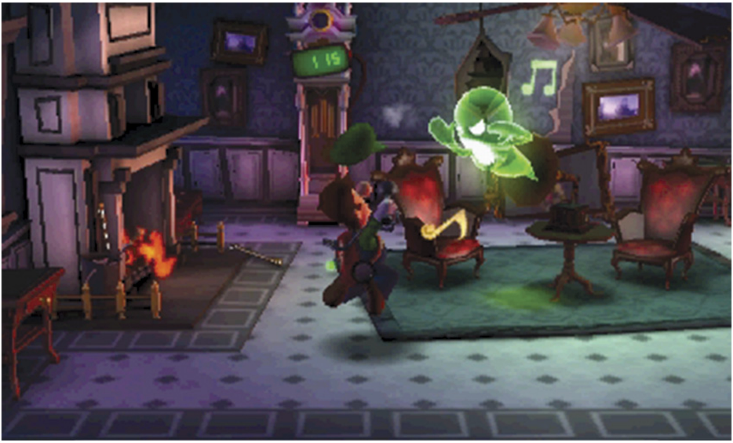
3 During this mission, the Parlor not only contains some ghosts, it's full of stashed treasure. The ghosts are hiding in the gramophone at the center of the room. Before you chase them from their hiding spot, search the objects in the area. Use the Strobulb to flash the clock along the back wall, then collect the Baguette Amethyst that drops to the ground.

Gem Location

The Baguette Amethyst is stashed in the Parlor's clock. Flash the clock with the Strobulb to reveal the Gem.



Inspect the painting just east of the clock, then collect the treasure that spills out from the wall. Use the Poltergust to vacuum the ceiling fan. As the blades pick up speed, a large panel opens to drop even more treasure to the floor.



When you’re ready, vacuum the gramophone to play a short tune. After a moment two Greenies emerge from the device. Capture both enemies to coax the Slammer out of hiding, then capture the Slammer and collect the second gear. Search any remaining objects, then exit the Parlor and return to the Master Hall.

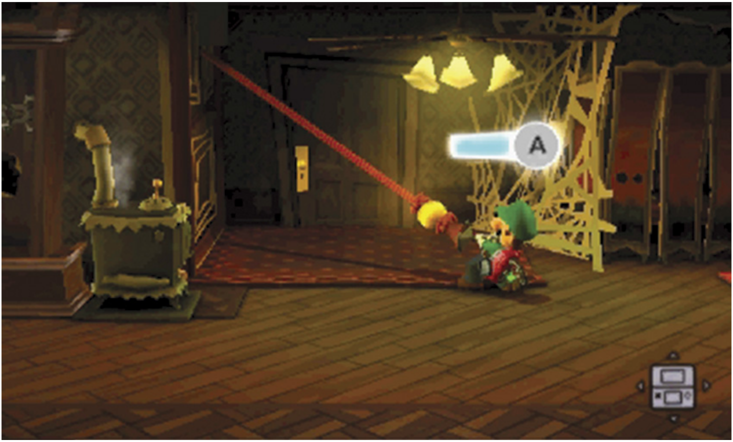
4 Follow the Master Hall north and head through the Bedroom door. As you search the area for treasure, stay clear of the north wall. A-Pull the loose wallpaper in the southeast corner, then A-Pull the hanging coats to the left. Peek through the exposed opening for a view of the Study.

Caution

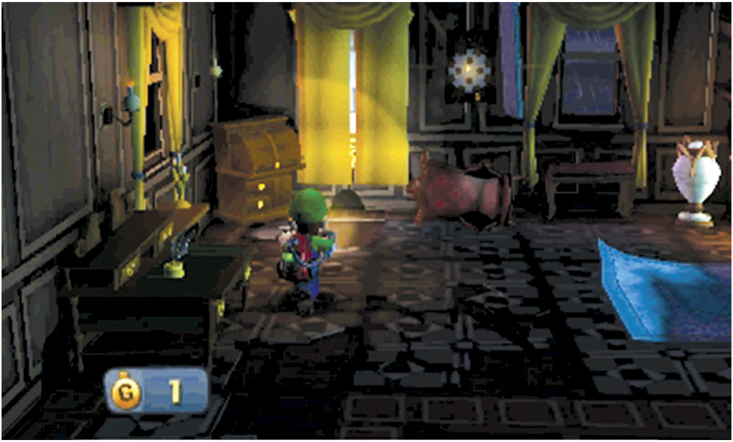
The north wall contains a false door. If you interact with it, the door slams you into the wall, causing a bit of damage. Use caution around any door that doesn't appear on the Touch Screen map.

Note

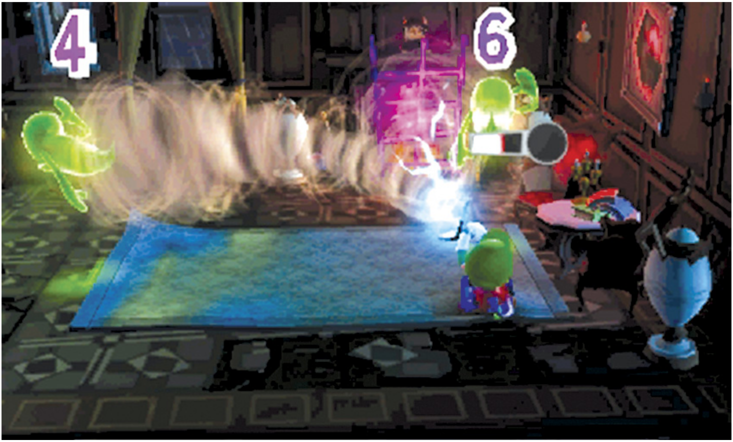
The Mushroom Amethyst is located behind the dressing screen. You can't collect this Gem until A-5 Sticky Situation, but you can sneak a peek through the gap between the screen's panels.



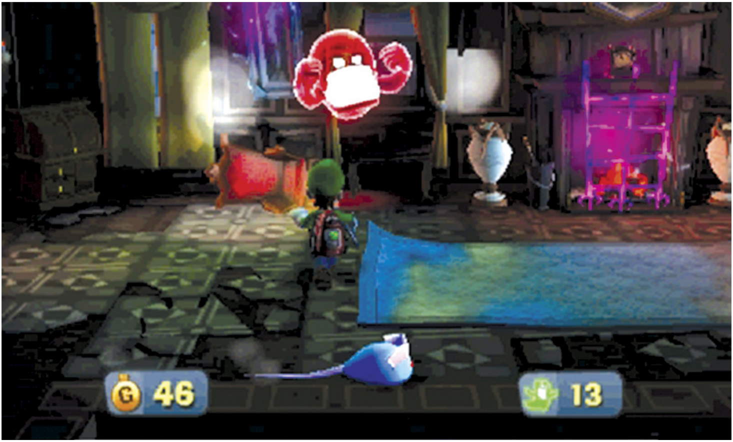
Check the remaining objects and pick up any loose treasure. When you're ready to move on, latch onto the pull cord hanging near the stove. Perform an A-Pull, then hop onto the revealed bed to use the secret passage to the Study.



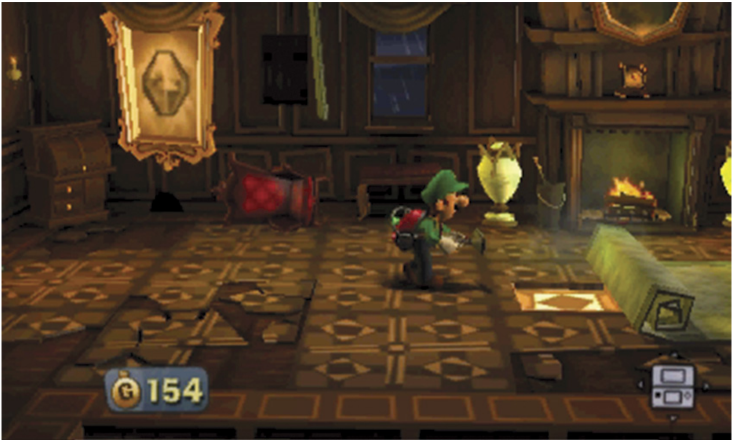
5 When you reach the Study, approach the gear on the rear wall. The first of four Greenies locks the gear behind a hinged painting. Back away from the visible enemy, and charge a Strobulb flash to stun any nearby ghosts.



As you deal with the Greenies, watch out for the mice scurrying around the Study. If you find yourself being pulled toward one of the critters (or an untethered Greenie), press B to hop up and avoid a collision.



Capture all four Greenies, then capture the Slammer to reveal the gear. The mice are still a concern, but Slammers are much too dangerous to leave unattended. Take care of the enraged ghost before you deal with the skittering pests.



Vacuum the gear down from the wall, then search all the vases and drawers in the area. A-Pull all six of the Study's curtains to reveal a nice stash of treasure, then use Poltergust to roll the rug toward the east wall. When you're ready, step on the revealed switch, then investigate the fireplace to drop down to the Studio.

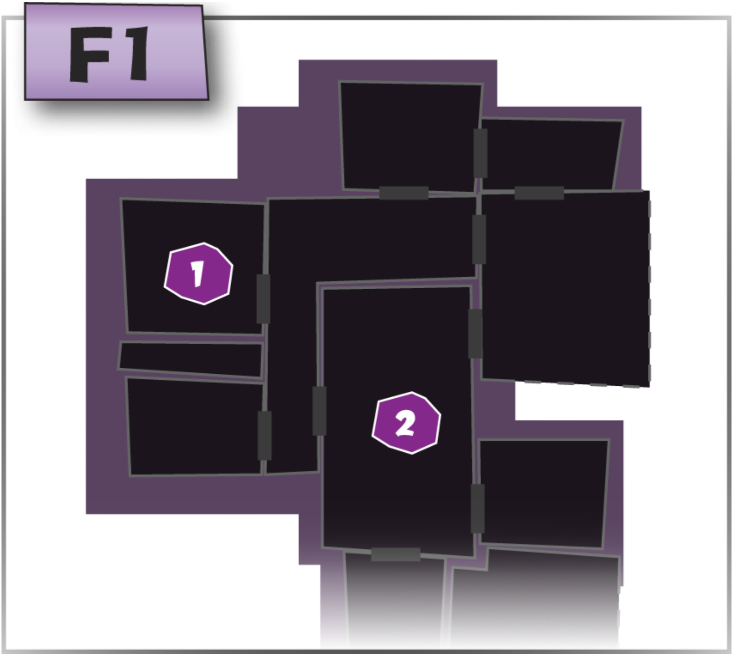
Note

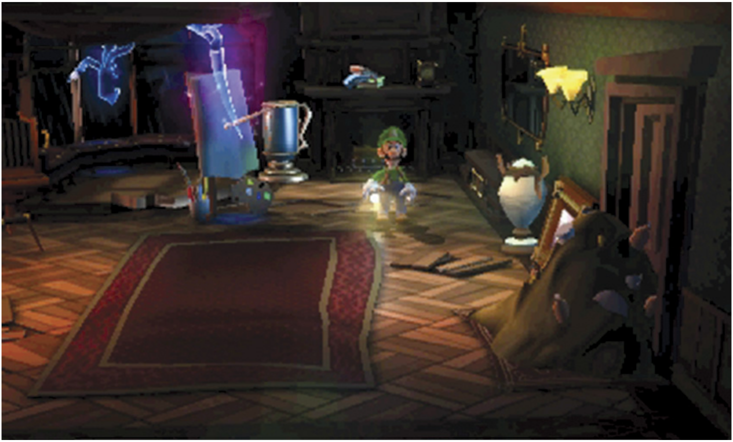
When you A-Pull the central set of curtains, it reveals a framed sketch of a Spinel Amethyst. After you gain the Dark-Light Device in A-4 Visual Tricks, return to this area to collect the Gem.

Caution

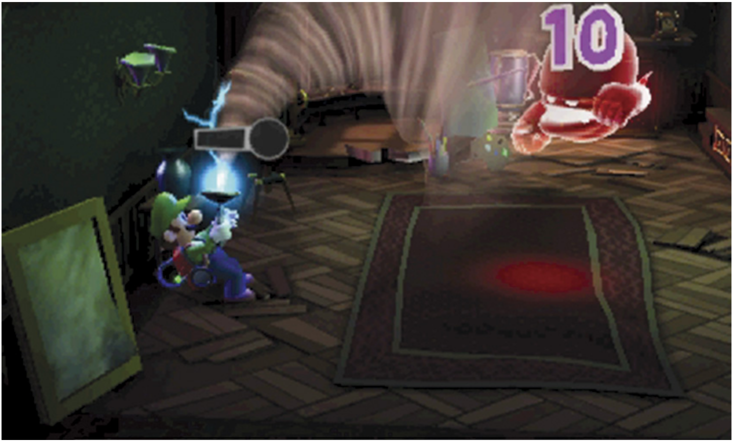
When you pull either of the curtains hanging in front of the framed sketch, some bats fly down from the ceiling. Be ready to deal with these aggressive pests.

Collect the Last Gear

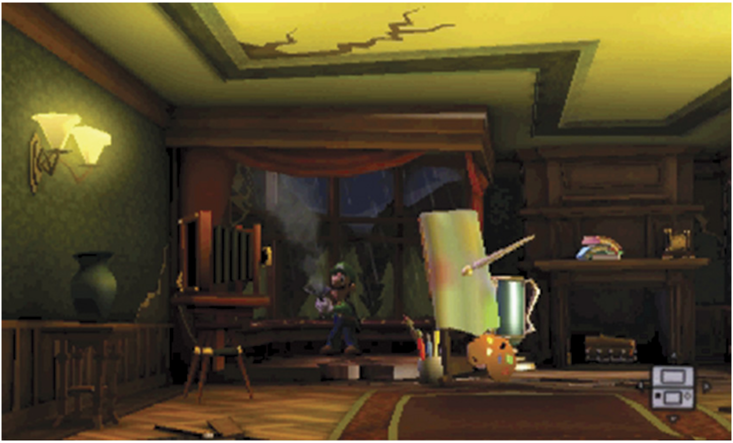




1 When you tumble into the Studio, two Hiders dart out of sight. Search the surrounding objects until you discover one of the ghosts. As you capture the first Hider, watch out for incoming attacks from its partner. The tight space doesn't offer much room to dodge thrown objects.



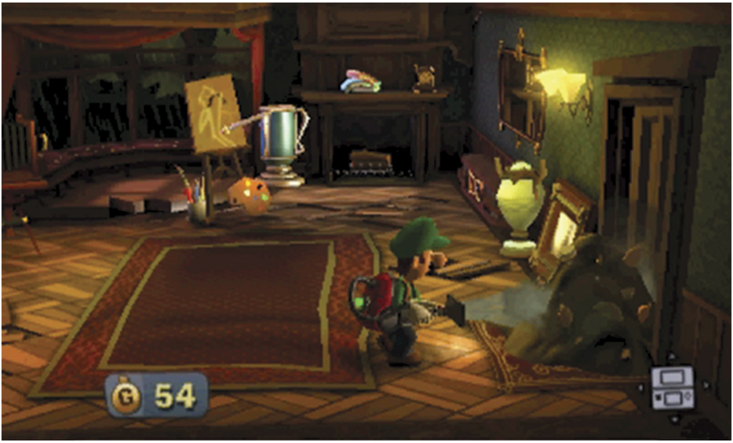
Capture both Hiders to reveal the Studio's Slammer. After you capture the bully, collect the gear it leaves behind. Answer the call on the Duel Scream, then search the Studio's various objects.



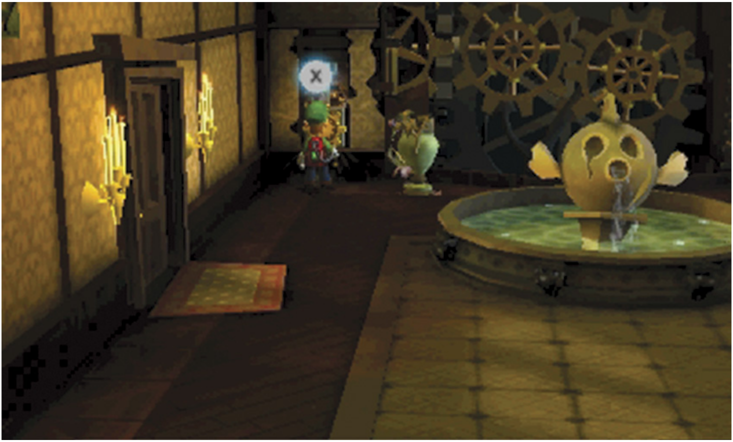
Look through the camera to locate the Football Amethyst, then move to the bay window. Aim the Poltergust at the ceiling, just behind the left curtain. Vacuum the web holding the Gem in place—the suction should draw the Football Amethyst right into your arms.

Gem Location

The Football Amethyst is hidden in the Studio's window curtains. Look through the camera to locate the Gem, then use the Poltergust to collect it.



During this mission, the canvas in the Studio's southwest corner is hiding a fair amount of treasure. A-Pull the canvas to reveal some gold bars, then vacuum the trash pile blocking the door on the east wall. A-Pull the cloth from the easel, then search any remaining vases and drawers. When you're ready, leave the Studio and head back to the Foyer.



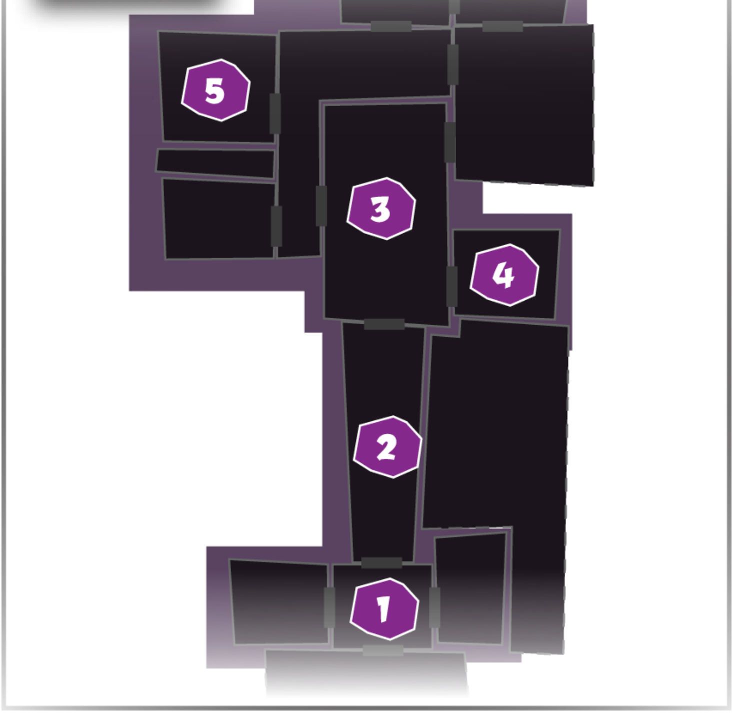
2 When you reach the Foyer, move to the room's northwest corner. Investigate the disabled mechanism, then answer the Duel Scream to complete the mission and return to the Bunker.

A-3 Quiet Please!

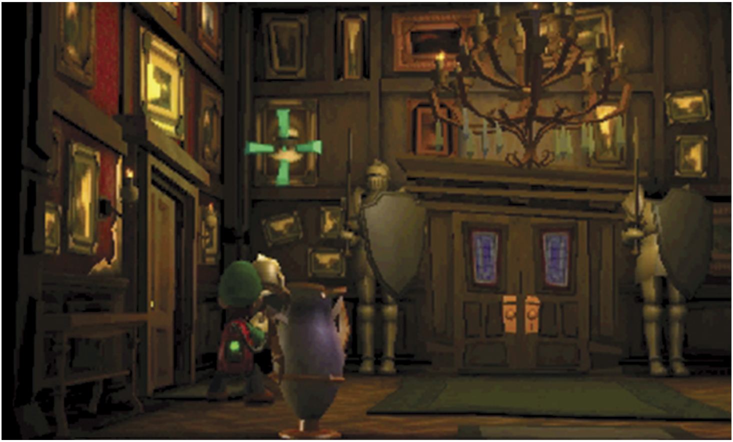
Professor E. Gadd's Mission Description

According to the Parascope, the ghostly activity in the north section of the Gloomy Manor is increasing! Now that you've recovered the gears, we should be able to investigate.

Use the Crank in the Foyer



1 When the mission starts, you're transported to the Entrance. As you search the room's objects, make sure you check the suit of armor just east of Guard Hall door. When you do, its helmet falls to the floor and treasure shoots into the air.



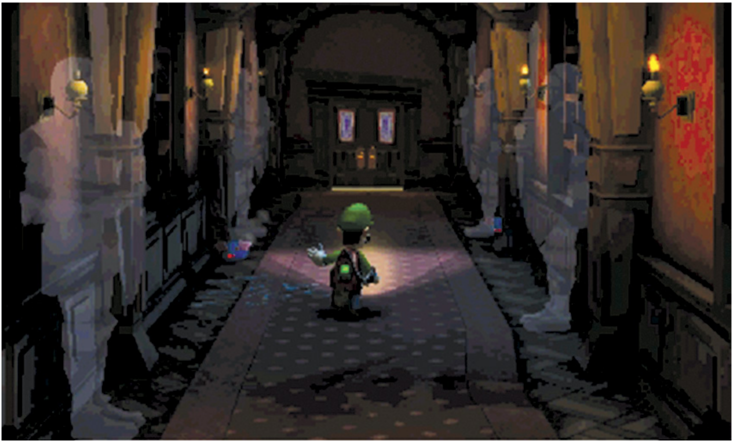
Collect the treasure, then vacuum the helmet into the Poltergust's nozzle. Move near the painting in the northwest corner. Aim the Poltergust at the painting until a targeting reticle appears. Once it does, hold L to shoot the helmet at the painting to reveal the Drop Amethyst.

Gem Location

To find the Drop Amethyst, search the suit of armor on the east side of the Entrance, then use the Poltergust to shoot the helmet at the painting in the room's northwest corner. This Gem can only be collected during A-3 Quiet Please!

Diminishing Returns

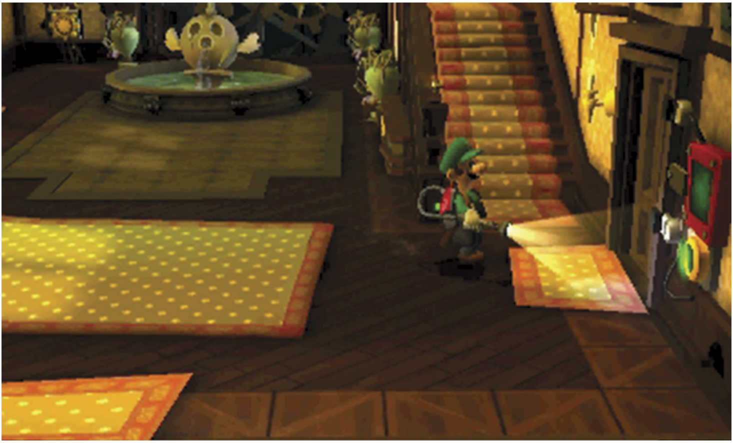
If you were thorough during the first two missions, you should have already received your first Poltergust upgrade. Once this happens, it becomes more important to balance the time you spend exploring each area against the potential rewards. If you search the Front Yard, Garage, Mudroom, and Mudroom Exterior during this mission, you're sure to find some treasure. However, doing so may not be rewarding enough to justify the time it takes.



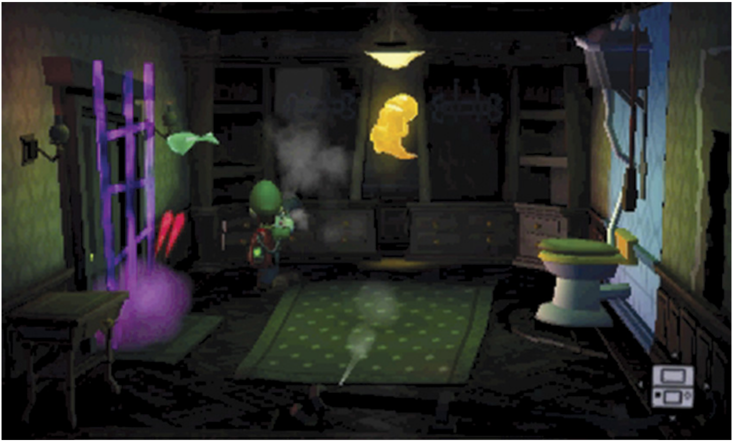
2 When you're ready, enter the Guard Hall and follow the path to the Foyer. During this mission, the suits of armor that normally line the area seem to have disappeared.

Tip

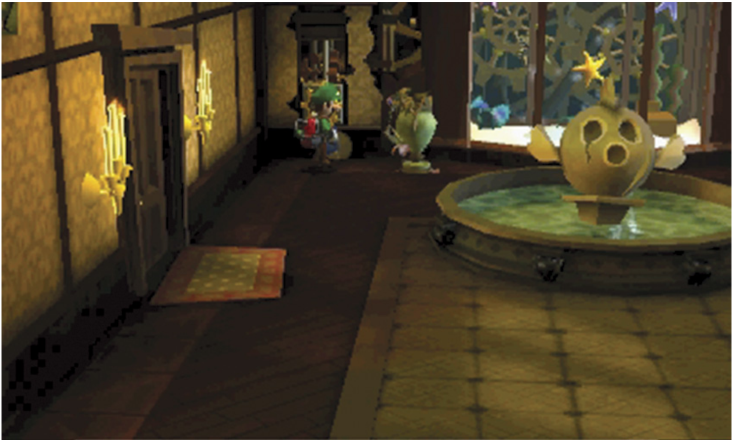
When you replay this mission after gaining the Dark-Light Device, reveal all four suits of armor to earn a shower of treasure.



3 Before you activate the mechanism in the Foyer's northwest corner, take a moment to search the Coatroom.



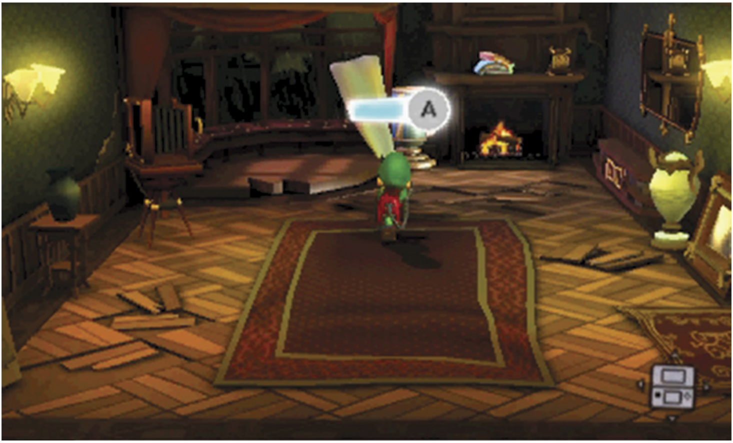
4 During this mission, there's a Gold Greenie hiding in the Coatroom. Search the various objects scattered around the room, then A-Pull each of the coats hanging on the north wall. Remove all four coats to reveal the Gold Greenie, then capture the ghost for a nice boost to your treasure-count.



Return to the Foyer and activate the mechanism in the northwest corner. The crank Professor E. Gadd created allows you to move the aquarium on level F2. This opens a new path just up the stairs. The commotion stirs some mice from their hiding places. Flash each critter with the Strobulb, but make sure you catch the elusive gold mouse.

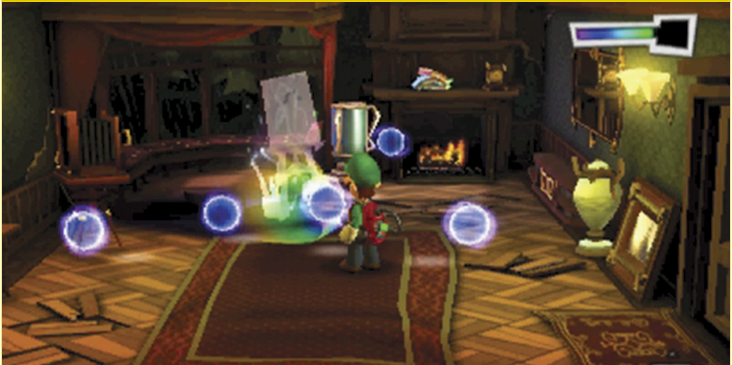
Note

The first time you play this mission, there's not much reason to explore the Common Hall and its adjoining rooms. You can find a little treasure, and you can sneak a peek into the library to see the source of the noise, but it's probably best to head right up the stairs and explore the new path. After you gain the Dark-Light, however, you must replay this mission to capture the Boo hiding in the Studio.



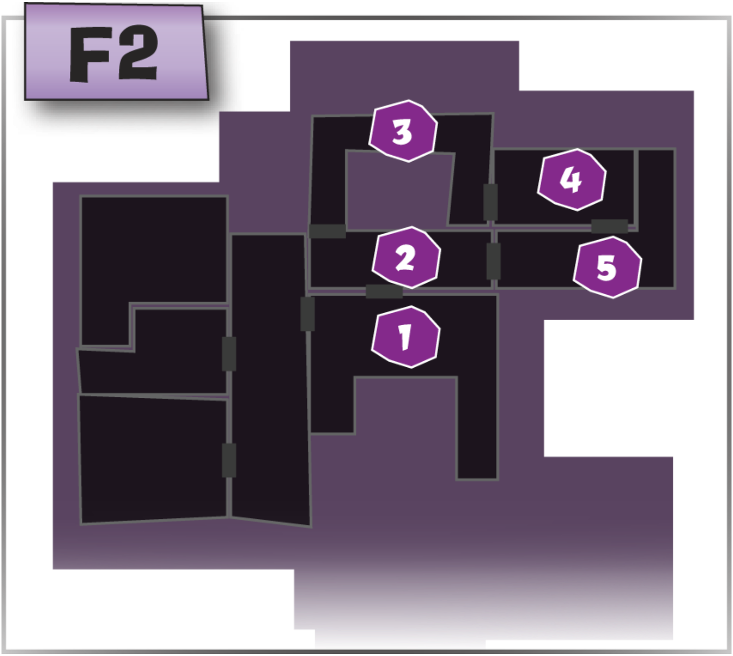
5 When you replay this mission, make sure you find the hiding Boo before you head upstairs. After you lower the aquarium, pass through the nearby door and follow the Common Hall to the Studio. A-Pull the cloth draped over the easel to find the underlying structure has disappeared. Use the Dark-Light Device to reveal the easel, then capture the Boo that appears.

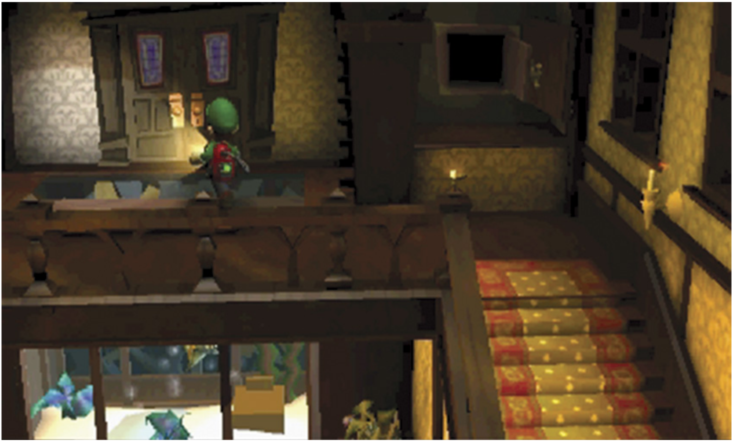
Boo Location



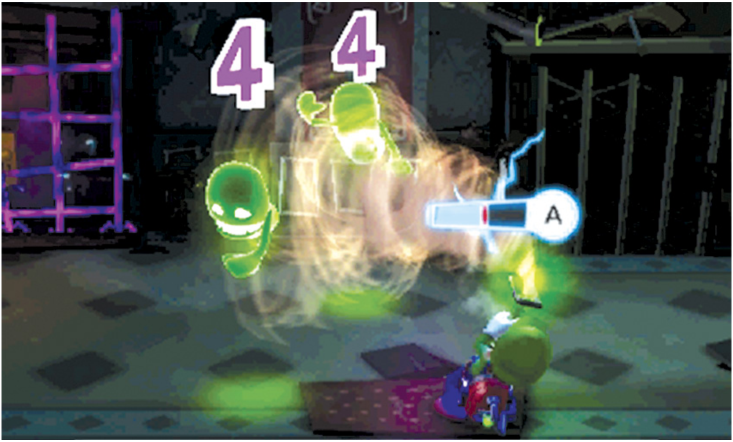
This mission's Boo is hiding in the Studio. To capture it, you must replay this mission after you gain the Dark-Light Device from A-4 Visual Tricks. Revisit the Studio, A-Pull the floating cloth, and use the Dark-Light Device to reveal the missing easel. Vacuum all of the Spirit Balls to force Boo Boo into the open, then use the tactics learned A-4 Visual Tricks to add this Boo to your collection.

Reach the Dining Room

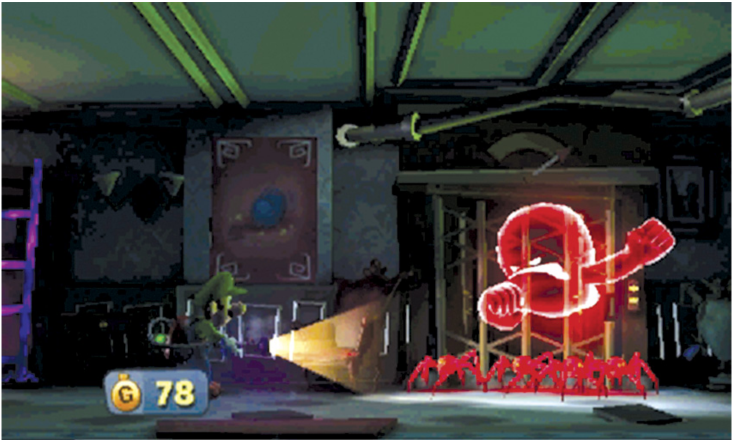




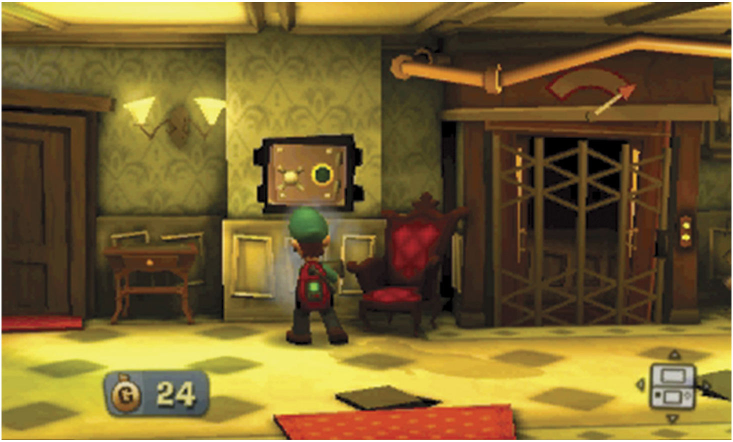
1 The door that leads from the Common Hall to the Library is still blocked by a large web. To reach your next objective, you'll have to find an alternate route into the Library. Climb the Foyer stairs, then head through the door on the north wall to enter the Lobby.



2 When you first reach the Lobby, you walk in on two very surprised Greenies. Capture these two ghosts, then face the elevator and charge the Strobulb.



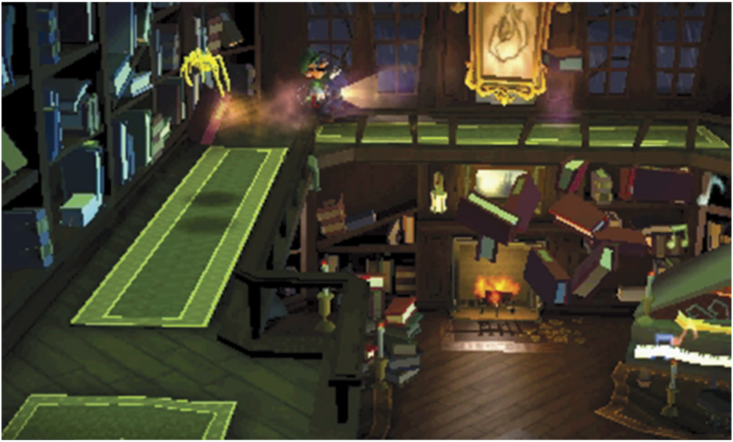
When the elevator arrives, it drops off a Slammer and several spiders. Try to flash the entire group with your charged Strobulb, then latch onto the Slammer before it recovers.



Once you clear all of the hostiles from the Lobby, search the objects scattered around the area. Vacuum the poster from the north wall, then flash the revealed safe with the Strobulb. When you're ready, use the door in the northwest corner to enter the Library's F2 level.

Note

The door connecting the Lobby to the Balcony can only be revealed once you've acquired the Dark-Light Device.



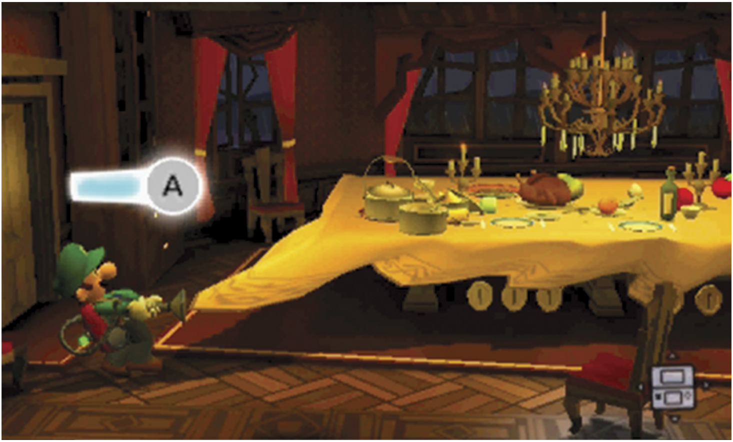
3 The Library's F2 level consists of a walkway that leads to the Dining Room. As you follow the path around the room's perimeter, watch out for the incoming books thrown by unseen enemies. Whenever possible, use the Strobulb to flash the golden critters that appear in the area.

Tip

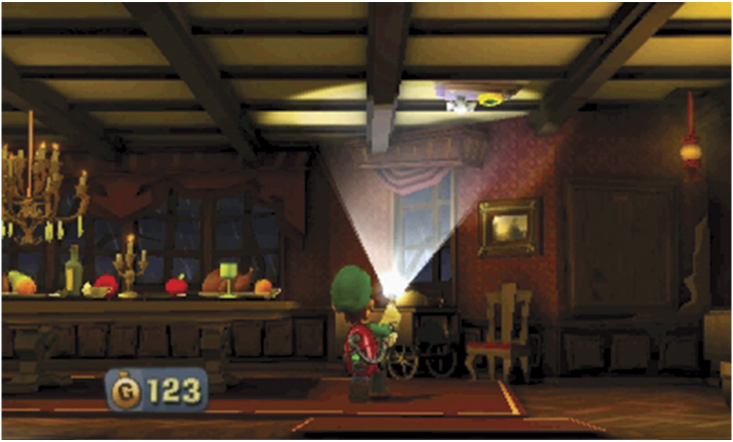
During this mission, gold spiders tend to appear when you're well out of range for a Strobulb flash. When you spot one, run back into range and aim your flash toward the ceiling. When you reach the end of the path, watch for the two gold mice that skitter out from the last bookcase.

Note

The framed sketch on the north wall plays an important role in A-5 Sticky Situation, but it doesn't serve a purpose in this mission.



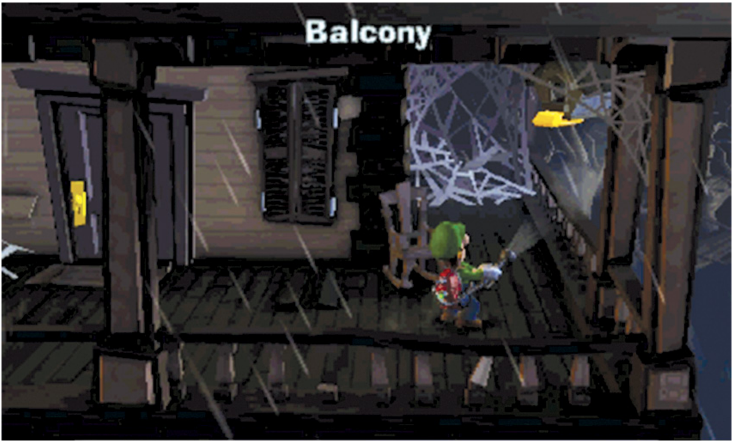
4 During this mission, the Dining Room is filled with treasure! A-Pull the tablecloth and vacuum the treasure from the floor, then vacuum the chandelier to create a shower of treasure. Collect your reward, then A-Pull all of the curtains along the north wall to reveal yet another stash.



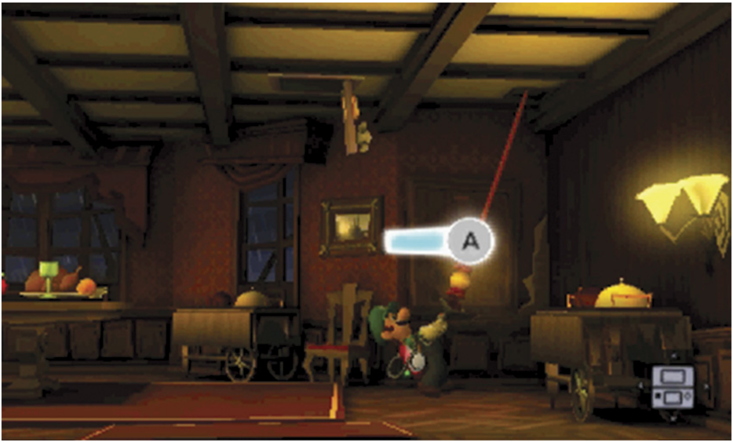
Locate the dumbwaiter in the room's northeast corner, then look up to find the safe embedded in the ceiling. Use the Strobulb to flash the safe, then collect the Pebble Amethyst that drops to the floor.

Gem Location

The Pebble Amethyst is hidden in the Dining Room. To find it, use the Strobulb to open the safe in the ceiling.

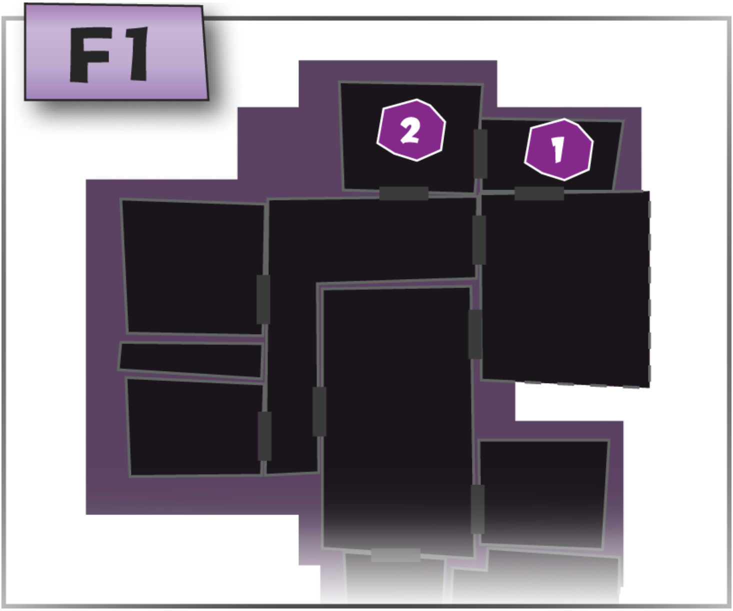


5 The Dining Room's dumbwaiter serves as a secret passage to the kitchen. Before you head back to level F1, however, use the door in the foreground to reach the Balcony. Locate the gold brick poking out of the birdhouse, then use a charged Strobulb flash to clear out the bats in the area. Use the Poltergust to vacuum the bills before they flutter out of reach, then vacuum the gold brick. When you're ready, leave the Balcony and return to the Dining Room.



When you're ready, A-Pull the cord hanging near the room's east wall. Climb into the open dumbwaiter and drop down to the Kitchen.

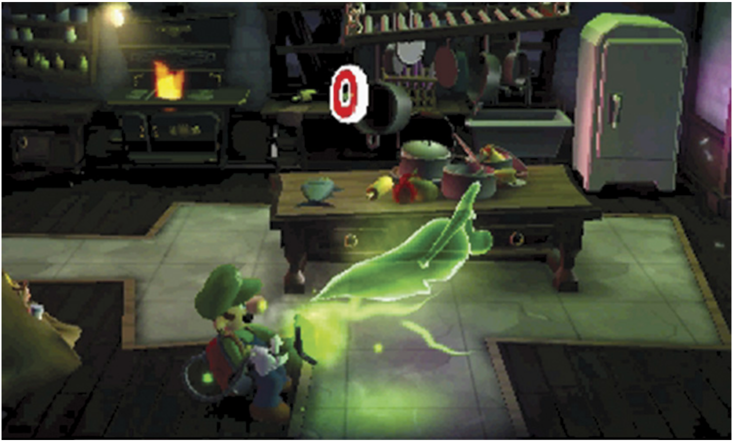
Clear the Library



1 Two of the three Greenies hiding in the Kitchen use extra equipment to enhance their offensive and defensive capabilities. The makeshift armor protects them from Strobulb flashes, and the rolling pins they wield deliver devastating spinning attacks. Approach the stove to reveal the first Greenie, then retreat to dodge its first spinning attack.

Tip

The trash pile contains several Hearts. Consider leaving it in place until you've cleared the Kitchen of enemies.

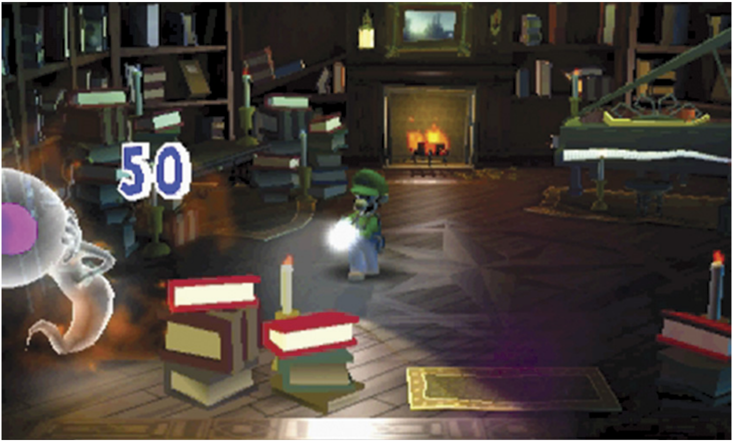


The spinning attack temporarily dazes the Greenie—this is your chance to counter! Flash the Greenie while its guard is down and latch on with the Poltergust. Capture the first Greenie to draw two more out of hiding. Capture all three Greenies, then search the drawers and cabinets located throughout the room.

Open the refrigerator to reveal a Gem encased in ice. Use the Poltergust to suck the ice out of the fridge, then carry it to the left. Melt the ice over the stove then collect the Rhombus Amethyst that falls on the floor. When you're ready, use the door on the west wall to enter the Library.

Gem Location

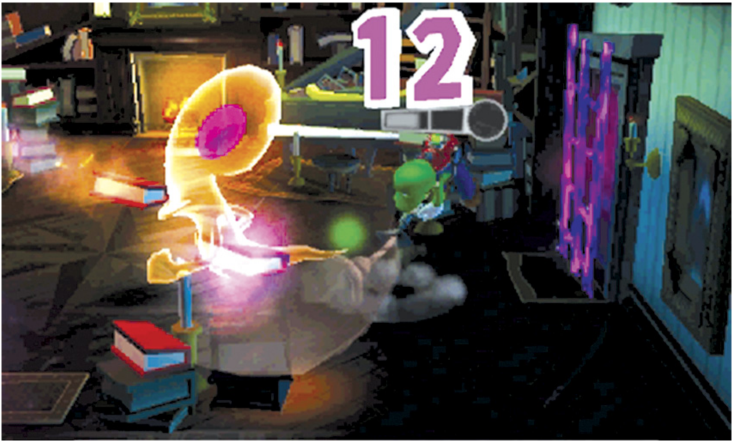
The Rhombus Amethyst is frozen in a block of ice. Use the Poltergust to carry the ice from the refrigerator to the nearby stove. When the ice melts, collect the Gem from the Kitchen floor.



2 When you enter the Library's F1 level, the piano-playing Poltergeist vanishes. This powerful ghost uses a combination of stealth and telekinesis to launch a series of surprise attacks. The room contains five stacks of books; during the battle, the Poltergeist moves between them, stopping only long enough to throw a book. Watch the stacks for any signs of movement, then flash the Strobulb to stun the unsuspecting Poltergeist.

Tip

If the Poltergeist manages to lift a book if a stack, the book will absorb the brunt of your flash. To stun a Poltergeist, you must be either fast or lucky! If you're having trouble timing your attacks, consider circling the room while snapping off a series of quick Strobulb flashes. You're sure to catch the ghost eventually!



Once you stun the Poltergeist, latch on and wear it down. The ghost continues its attacks during the struggle, so watch out for incoming books. Dodge each attack, and perform an A-Pull whenever you manage to fill your Power Gauge. If needed, release your hold on the Poltergeist and stun it again to resume the struggle.

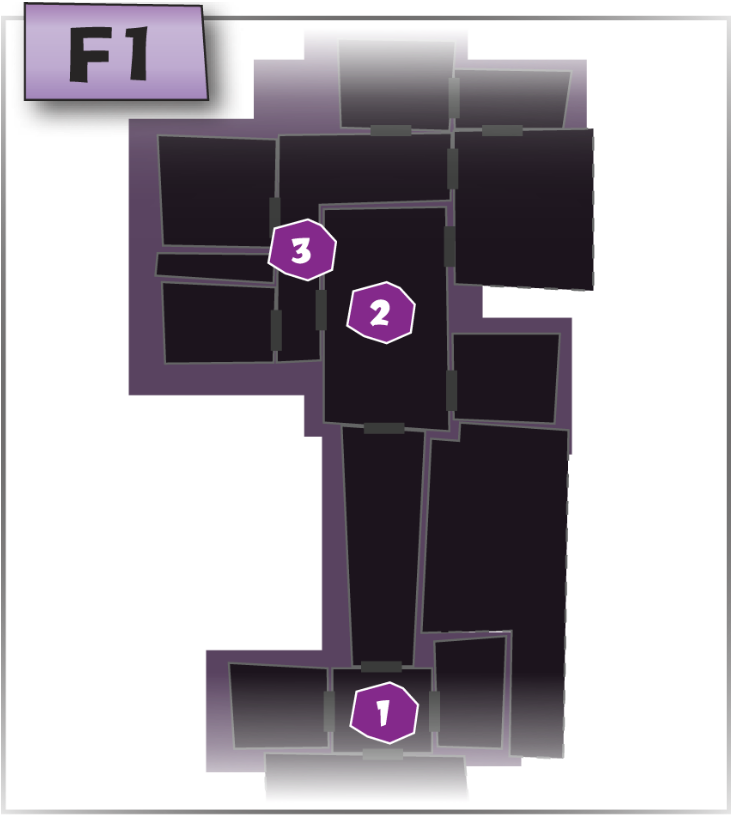
When you capture the enemy, two more Poltergeists join the fight. Use the established tactics to engage each ghost separately, and be sure to dodge incoming attacks during each struggle. After you capture all three Poltergeists, answer the Duel Scream to complete the mission and return to the Bunker.

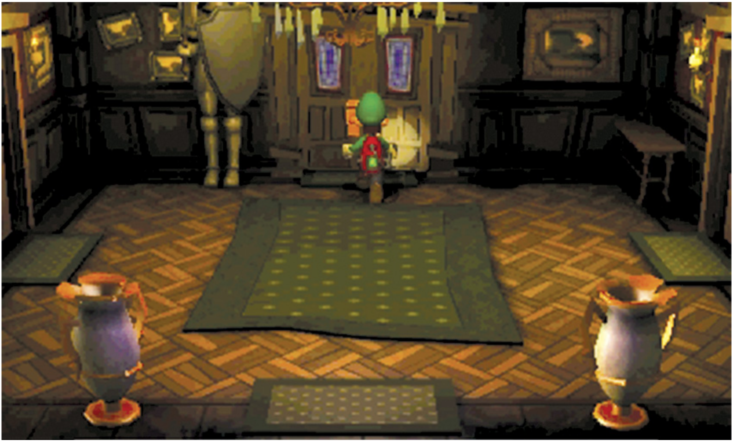
A-4 Visual Tricks

Professor E. Gadd's Mission Description

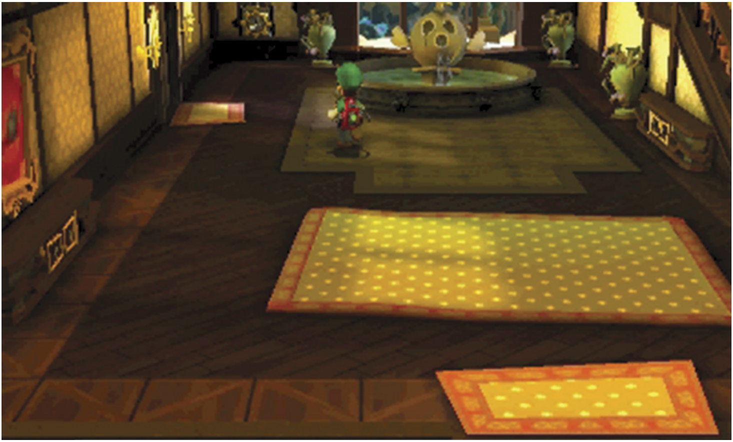
Criminy! A whole bunch of illusions have cropped up in the Gloomy Manor! We'll need my Dark-Light Device to see through them. I'm pretty sure I left it in the Lab.

Head to the Lab

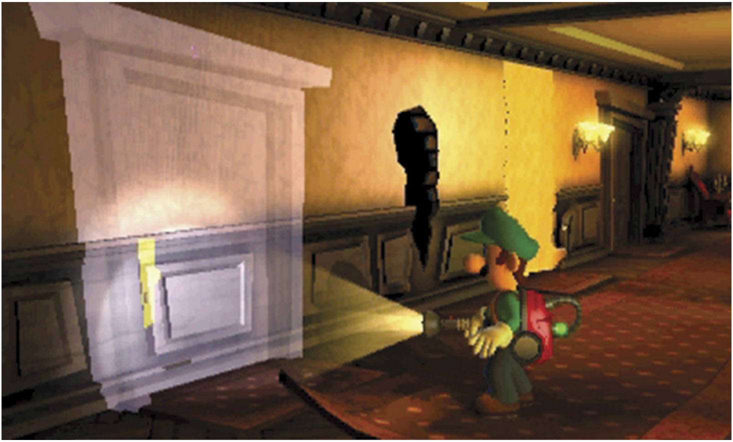




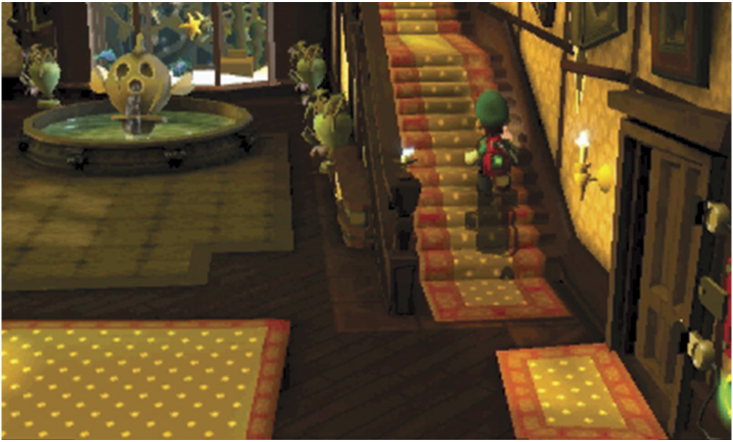
1 When you arrive in the Entrance, one of the suits of armor seems to be missing. To reveal it, you'll need to acquire the Dark-Light Device. Luckily, Professor E. Gadd wants you to do just that. To make the most of your time in the mansion, head to the Lab and collect the Dark-Light Device before you search individual areas.



2 By this time, you shouldn't have any trouble finding the Lab. Run through the Guard Hall and across the Foyer, then enter the door near the fountain.



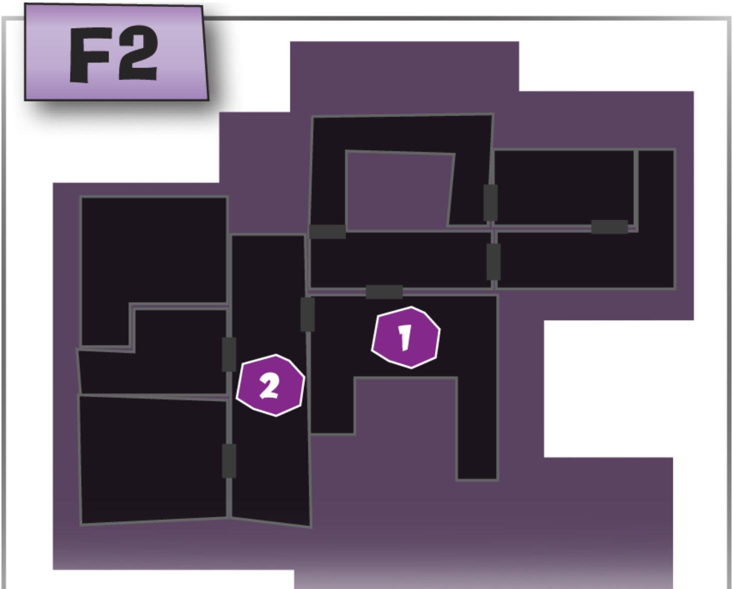
3 When you reach the Common Hall, the Lab door vanishes. To retrieve the Dark-Light Device, you'll need to find another way into the room. Answer the Duel Scream, then return to the Foyer.

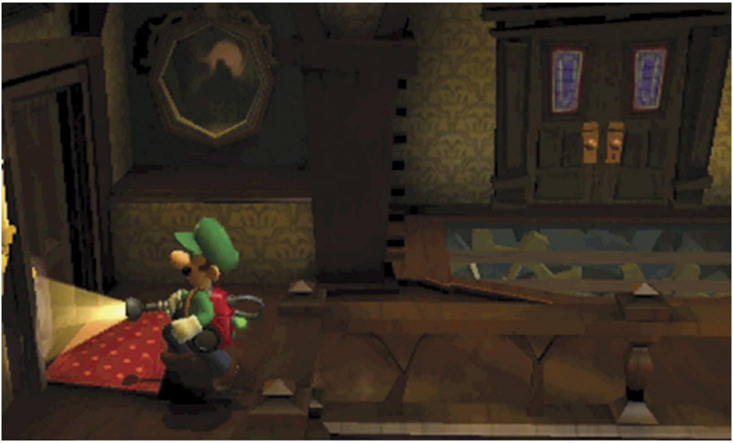


Cross the Foyer and climb the stairs up toward level F2. The blue flames along the path indicate the presence of another hidden ghost.

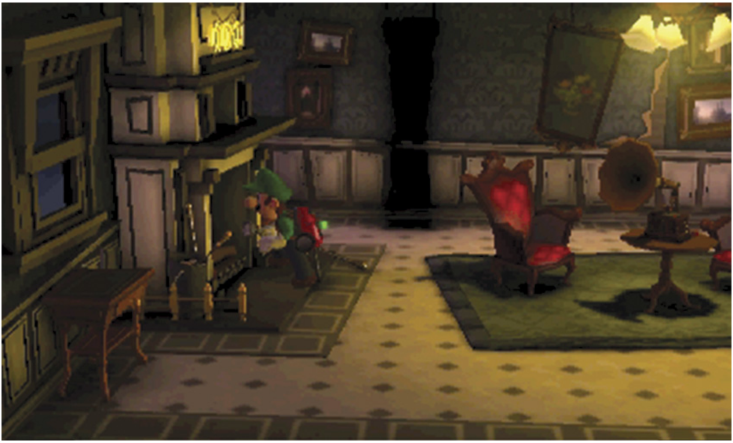
Once again, the stairs give way before you reach the next floor. A Hider taunts you and vanishes into a nearby object, and a Slammer emerges from the fountain. Capture both ghosts, then capture the two Hiders that join the battle. Once you clear all four enemies from the area, head back up the stairs to reach level F2.

Find the Secret Passage





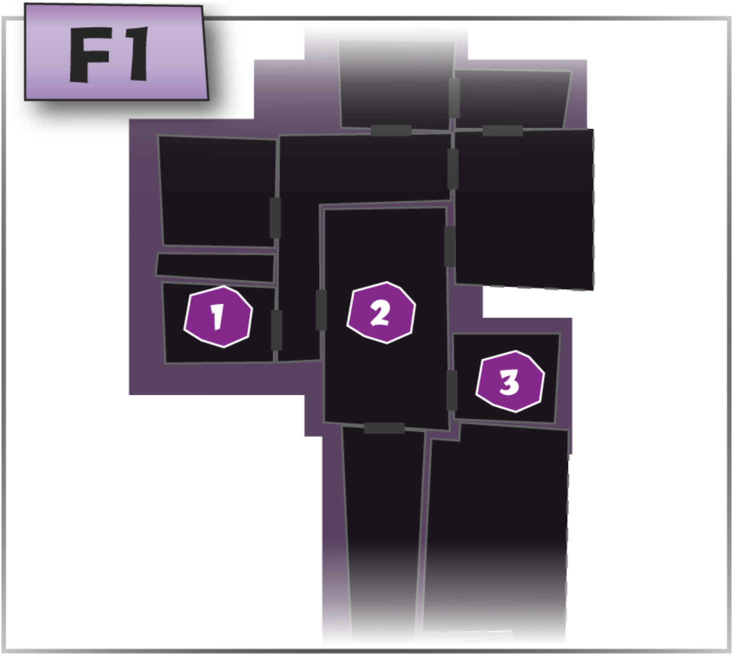
1 The Parlor is directly above the Lab, making it the most likely location for a secret passage. Leave the Foyer through the western door and follow the Master Hall to the Parlor.

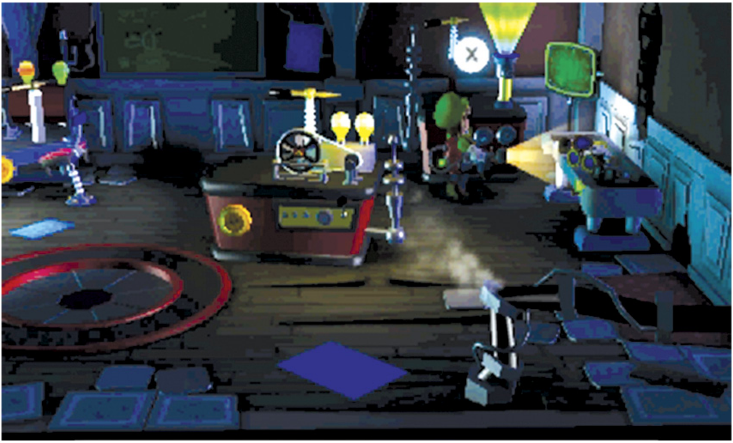


2 When you reach the Parlor, cross the room to trigger a short cinematic. Some Spirit Balls emerge from the fireplace and cause the nearby clock to vanish. Inspect the now-extinguished fireplace to drop down to the Lab.

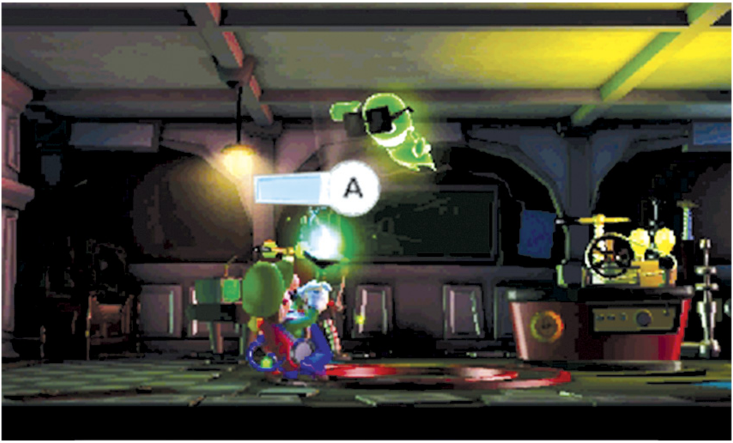
Use the Dark-Light Device

F1

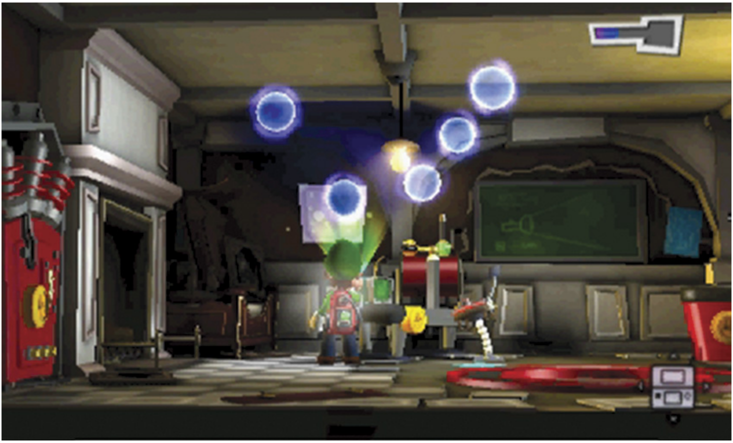




1 The Dark-Light Device is on the workspace in the Lab's northeast corner. When you attempt to collect it, a Greenie grabs the gadget and disappears through the spinning chalkboard.



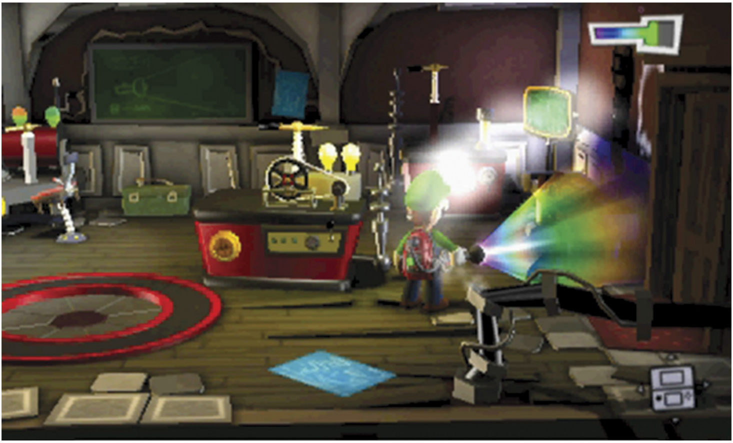
Vacuum the chalkboard and pull the Greenie back into the Lab. This enemy uses sunglasses to protect itself from Strobulb flashes. Before you attempt to stun this target, A-Pull the sunglasses off of its face. Once the Greenie is vulnerable, flash it and capture it. When you do, two more Greenies appear. Repeat the process to capture the new additions, then collect the Dark-Light Device they leave behind.



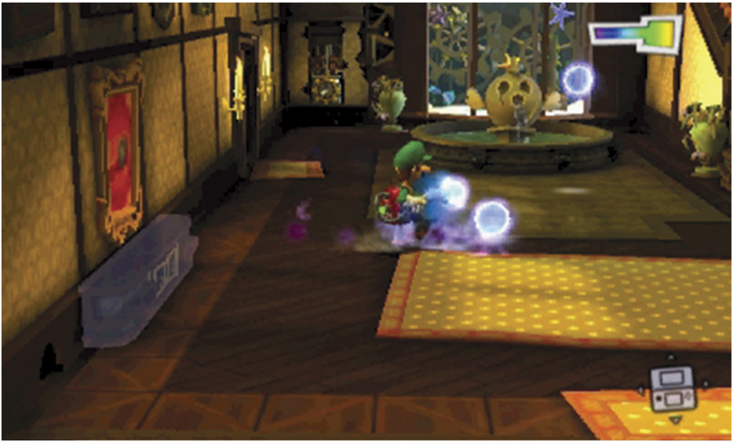
After you answer the Duel Scream, use the Dark-Light Device to reveal the hidden objects in the area. Move to the Lab's northwest corner and aim your Flashlight at the dark patch on the wall. Hold Y to bathe the area in Dark Light until the Spirit Balls appear.

Tip

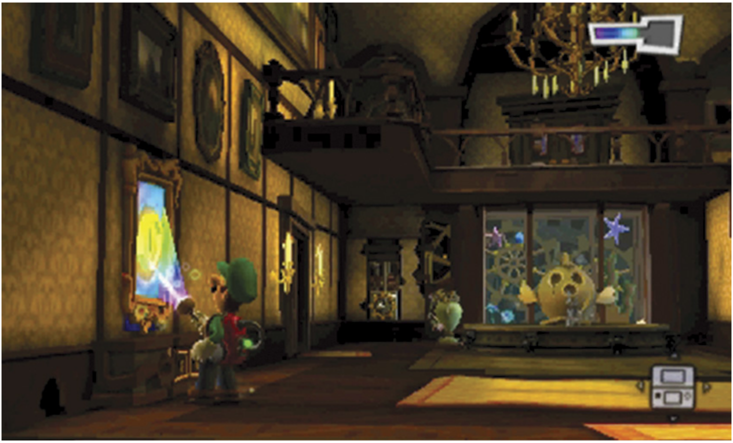
To reveal the hidden object, you must capture all of the Spirit Balls before they vanish. Take care to avoid contact with the floating orbs—just stand back and vacuum Spirit Balls, adjusting your position as needed.



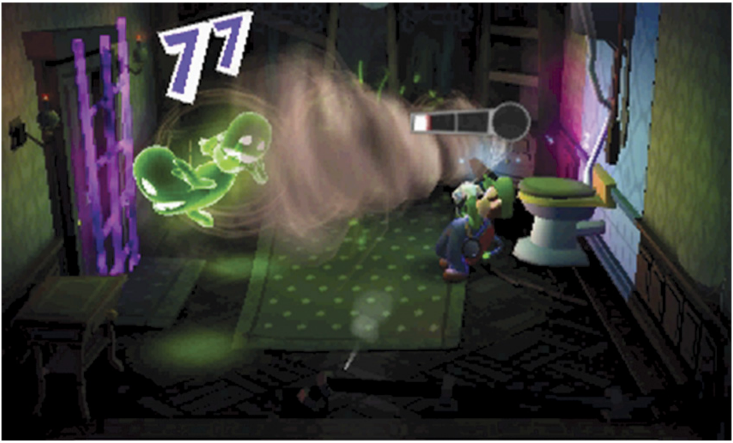
When you capture all of the Spirit Balls, a safe appears on the wall. Repeat the process to reveal the toolbox hidden directly under the chalkboard and the Lab's missing door. Use the Strobulb to open the safe, then check any of the Lab's remaining objects. Before you leave, use the Dark-Light Device to see the hidden trail left by the ghost responsible for these illusions.



2 The trail leads out of the Lab, across the Common Hall, and through the Foyer. Before you pursue this mysterious ghost, however, use the Dark-Light Device to reveal the missing objects in the areas you skipped when the mission started. The Foyer's fountain, the vase in the northeast corner, and the drawers in the southwest corner have all vanished.

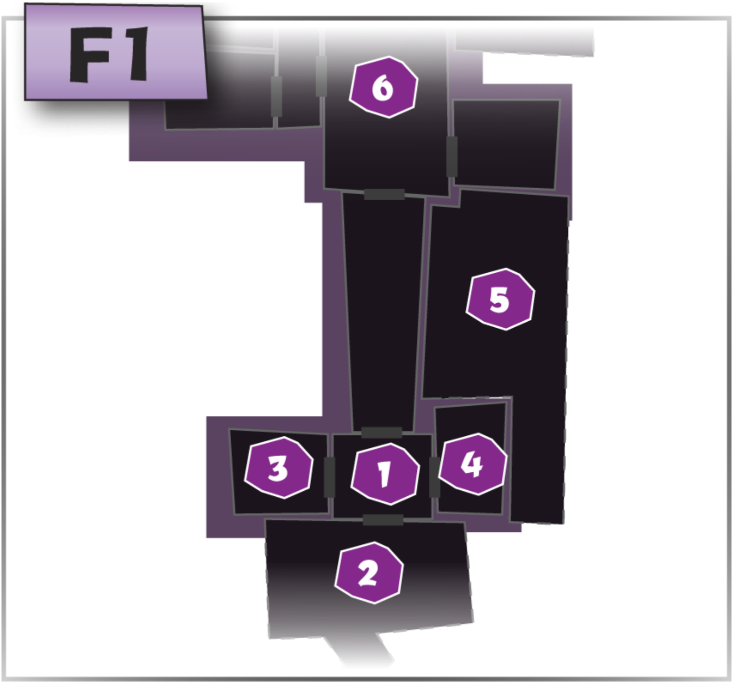


In addition to breaking Spirit Ball illusions, the Dark-Light Device can affect the framed sketches located throughout the mansion. Vacuum the painting in the Foyer's southwest corner, then bathe the revealed sketch in Dark Light. Hold the beam in place until the hidden treasure spills out of the sketch.

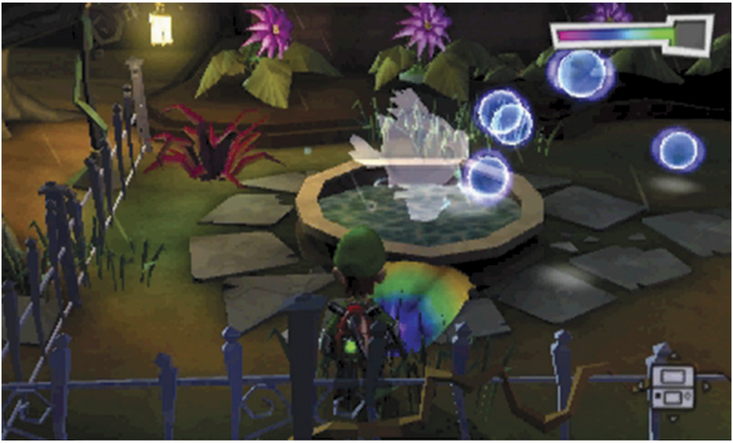


3 Before you head back toward the Entrance, take a moment to search the Coatroom to the east. Move across the room until two Greenies spring their trap. Both enemies appear at the door leading to the Foyer; react quickly to catch both Greenies with a single Strobulb flash. Capture both enemies with a single attack earn a nice treasure reward, then deal with the Greenie that emerges from the north wall. Search the objects located throughout the room, then make your way back to the Entrance.

Hunt for Treasure

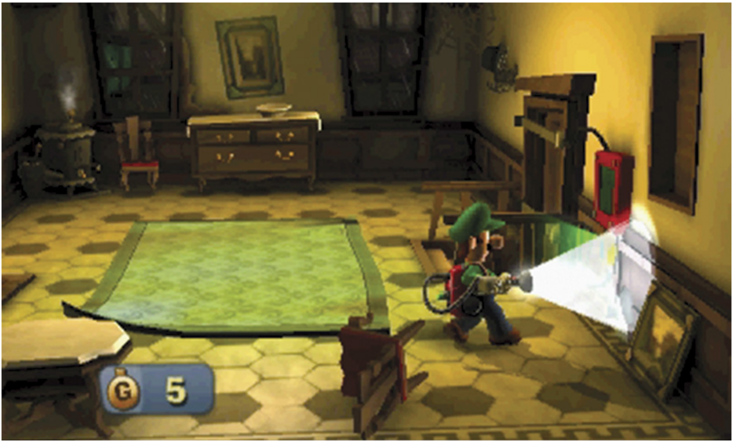


1 When you reach the Entrance, use the Dark-Light Device to reveal the missing suit of armor, then use it to pull the treasure out of the framed sketch. Search the room's remaining objects, then head through the door in the foreground to search the Front Yard.

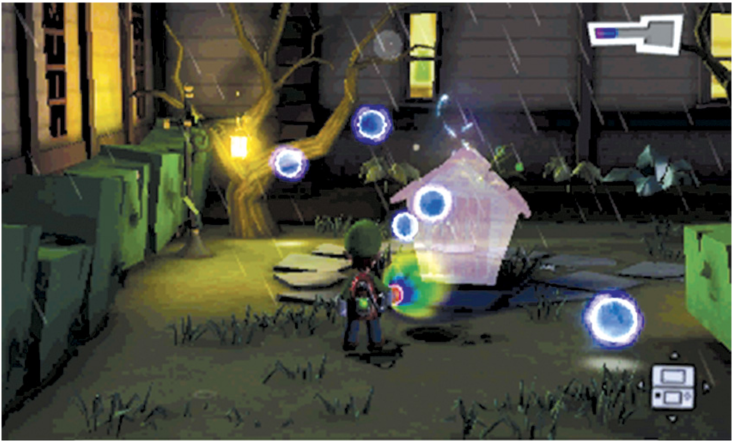


2 Interact with the standard objects as you search the Front Yard. Use the Strobulb to flash the purple flowers, vacuum the weeds, and check the vases placed around the area. During this mission, the Front Yard's fountain is missing. Use the Dark-Light Device to reveal the fountain in the west half of the area.

3 When you're ready, head back inside and enter the Garage. Search all of the objects in the room, and use the Strobulb to flash the mice skittering across the floor. When you're ready, move back toward the door to draw a Gold Greenie out of hiding. Capture the elusive enemy, collect the resulting reward, and head back through the door.



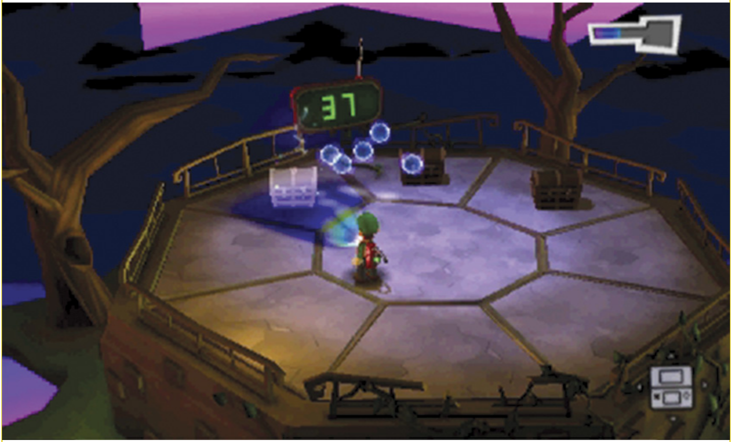
4 Move across the Entrance and head into the Mudroom. As you search the objects around the room, peek out of the window to find the doghouse has disappeared from the Mudroom Exterior. When you're ready, use the Strobulb to open the locked door and head out to the Mudroom Exterior.



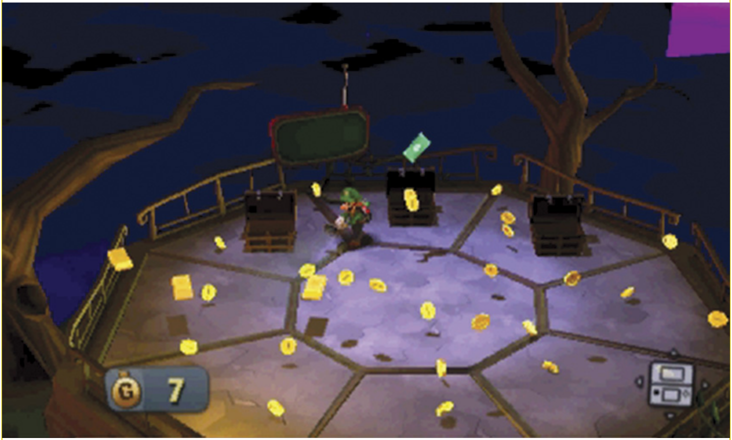
5 Use the Dark-Light Device to reveal the missing doghouse. After you capture all of the Spirit Balls, open the doghouse to find a bonus challenge. Complete the challenge to earn a substantial treasure reward.

Bonus Challenge: Mudroom Exterior Doghouse

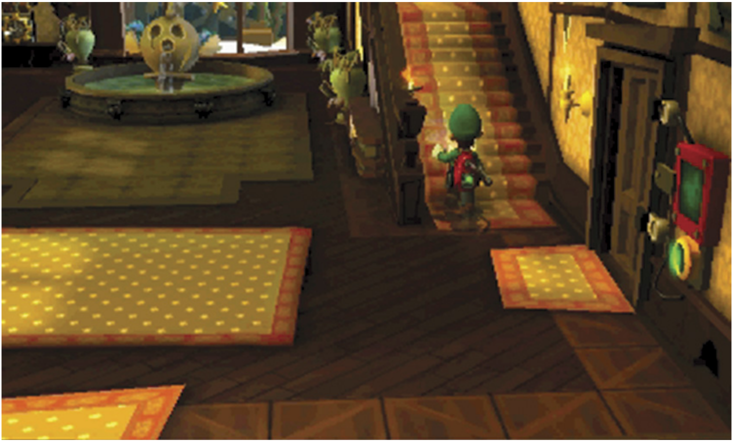
During A-4 Visual Tricks, the Mudroom Exterior doghouse contains a bonus challenge.



When the challenge begins, there are two chests in front of you. Rather than search the chests, use the Dark-Light Device to find the nearby hidden chest.



Capture all of the Spirit Balls and reveal the hidden chest before time runs out. Open all three chests and collect the treasure to return to the Mudroom Exterior.

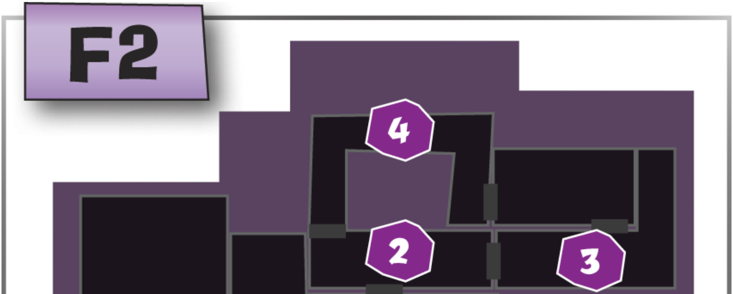


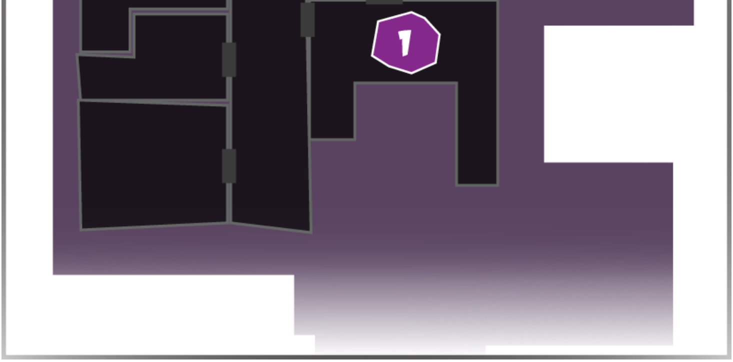
6 When you’re finished searching the areas around the Entrance, return to the Foyer and head upstairs.

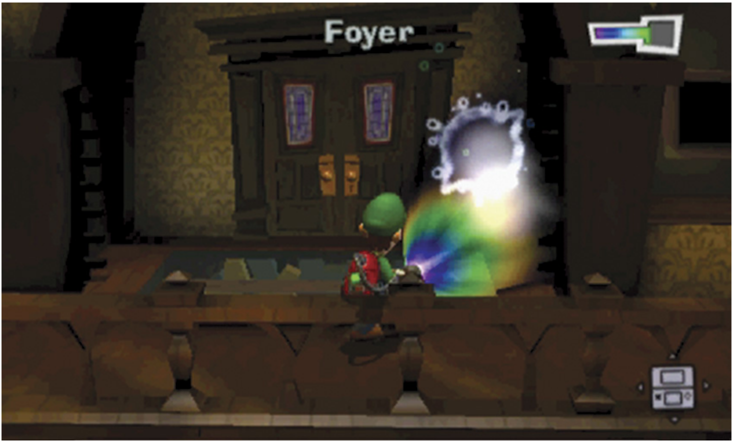
Tip

Don’t worry about exploring the rest of level F1 just yet—your search of level F2 will lead you back downstairs.

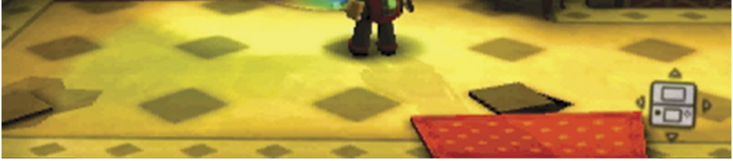
Pursue the Mysterious Ghost



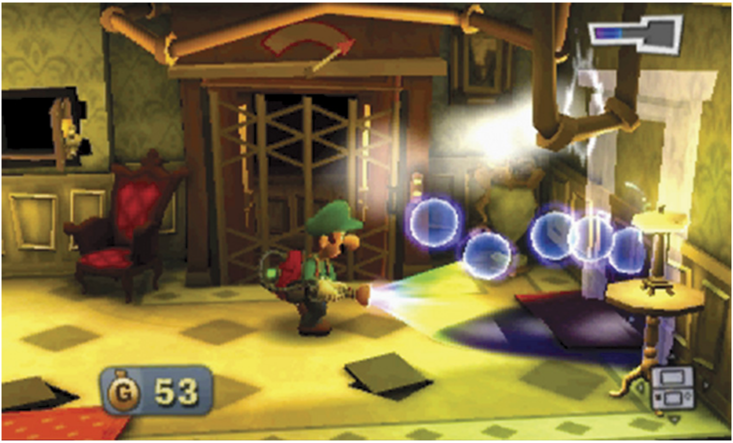




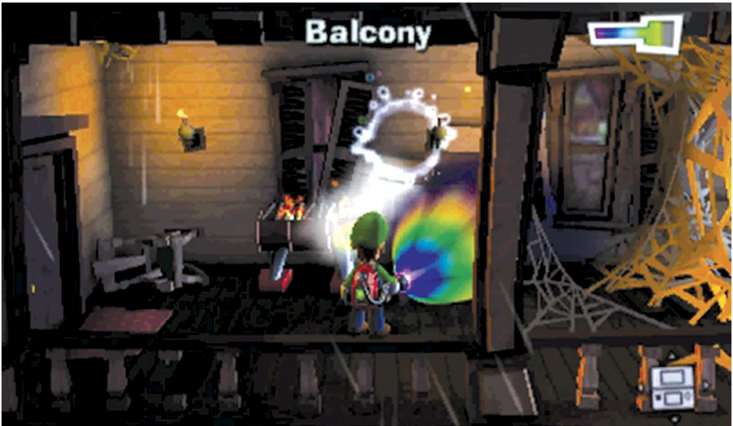
1 Use the Dark-Light Device to follow the hidden trail as it moves through the Foyer, then follow it into the Lobby.



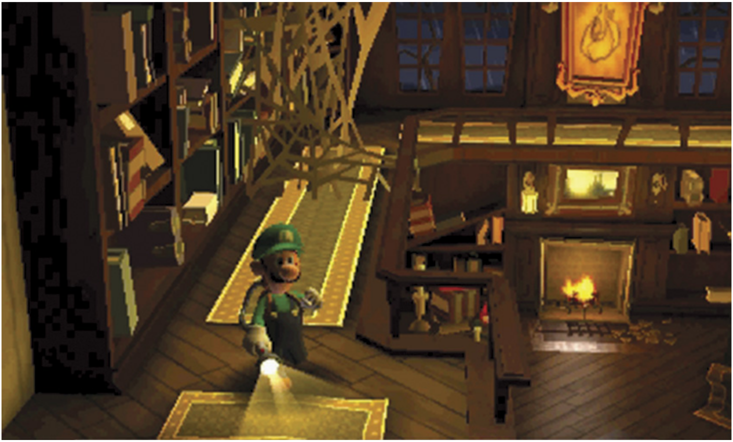
2 As you search the Lobby, use remember to use the Dark-Light Device. Reveal the missing table near the northwest corner and the missing vase in the southwest corner. Search both objects to receive some treasure.



Follow the hidden trail to the east wall. Use the Dark-Light Device to reveal the missing door, then head out to the Balcony.

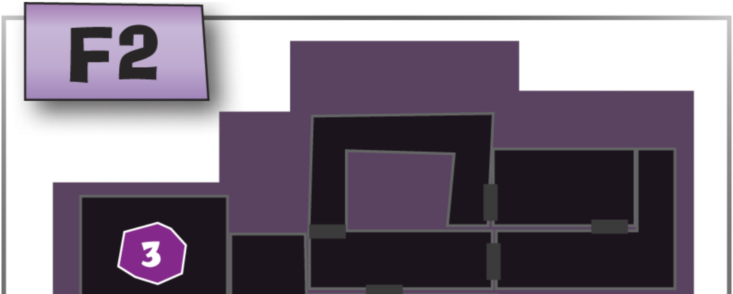


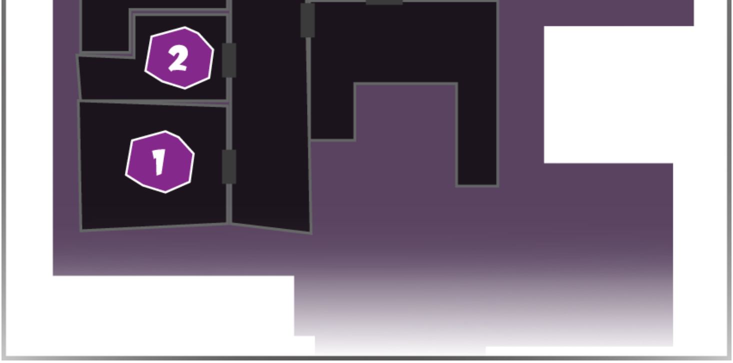
3 The trail leads to the Dining Room, but the path is blocked by a large web. Vacuum the treasure hidden high in the northwest corner, just under the overhang. Look through the window for signs of the ghost, then leave the Balcony and return to the Lobby.

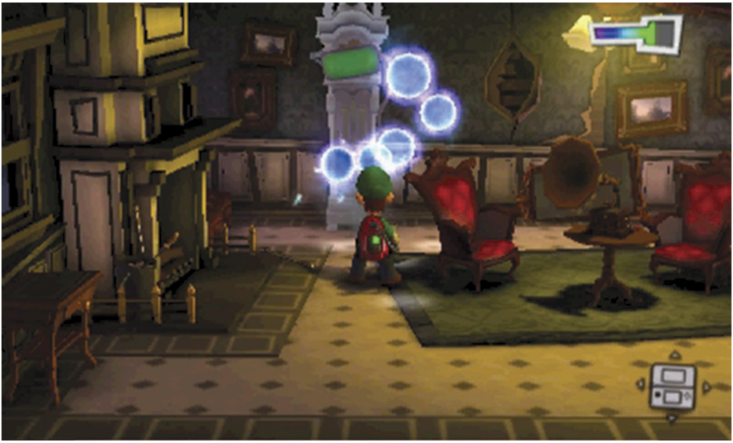


4 During this mission, the F2 level of the Library is blocked by a large web. To get into the Dining Room, you must use the Kitchen's dumbwaiter. Before you head back downstairs, however, continue your search of level F2.

Resume the Treasure Hunt

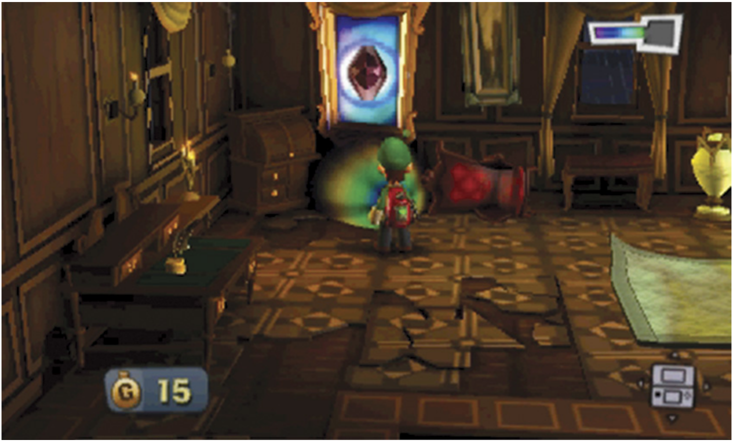






1 Return to the Foyer and continue to the Master Hall. Pop into the Parlor and use the Dark-Light Device to reveal the missing clock. Collect any loose treasure and search any objects you skipped during your previous visit. When you're ready, return to the Master Hall and continue your search in the Bedroom.

2 Search the objects around the Bedroom, then A-Pull the hanging cord and use the secret passage to move to the Study.

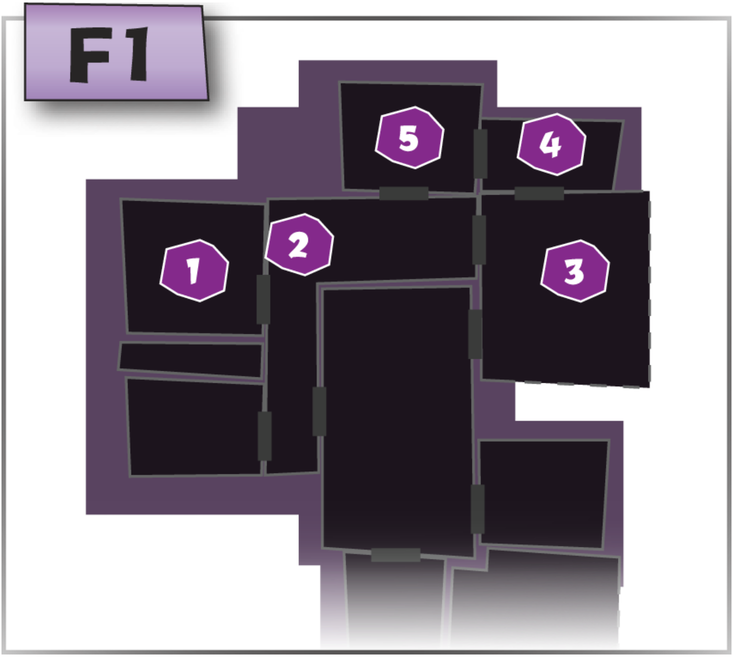


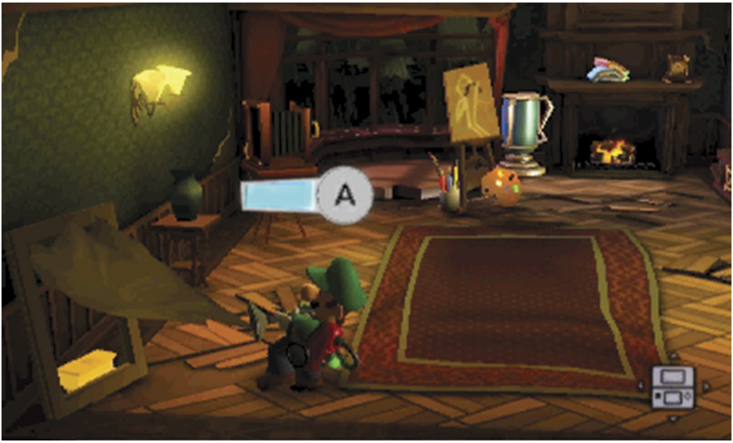
3 Now that you have the Dark-Light Device, you can collect the Spindle Amethyst from the Study. A-Pull the curtains blocking the framed sketch, flash the bats that swoop down from the ceiling, then use the Dark-Light Device to pull the Gem out of the sketch. Use the Poltergust to roll the carpet, step on the switch, and inspect the fireplace to drop down to the Studio.

Gem Location

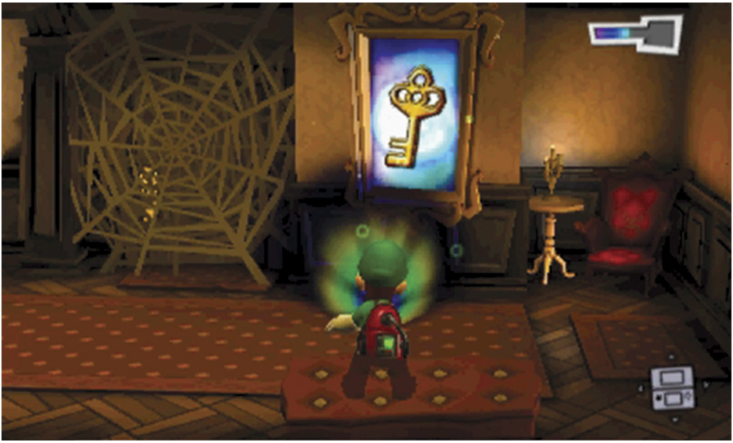
A-Pull the Study curtains to expose the framed sketch near the northwest corner. Bathe the sketch in Dark Light until the Spindle Amethyst falls to the floor.

Reach the Dining Room





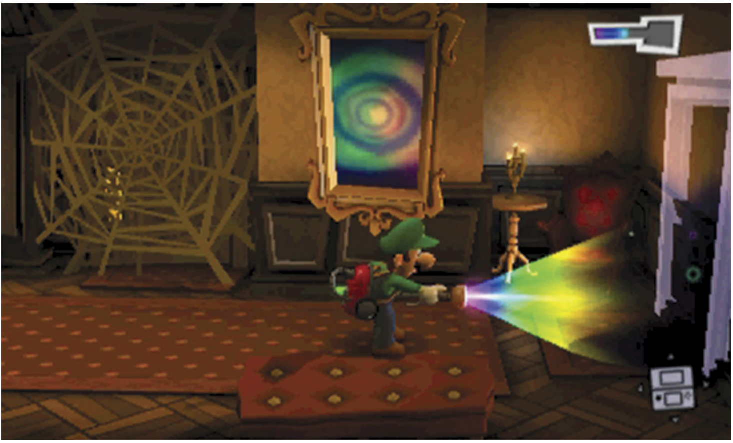
1 Search the objects in the Studio, then A-Pull the loose canvas in the southwest corner to find some treasure. When you're ready, step out of the Studio and into the Common Hall.



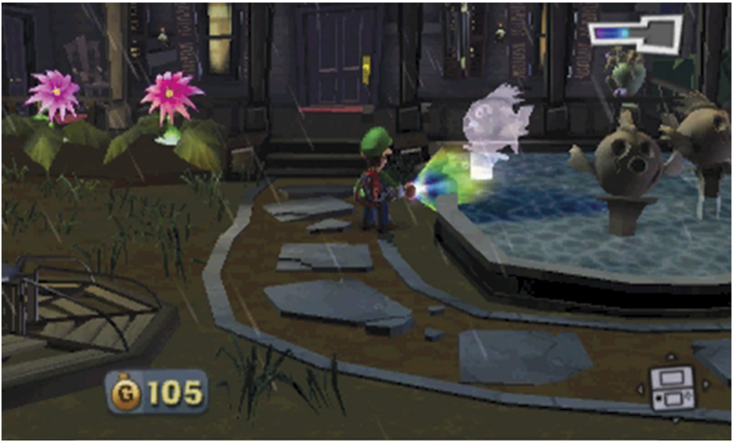
2 Follow the Common Hall north and continue around the bend. The Library is still blocked, but you now have the tools needed to reach the Patio. First, use the Dark-Light Device to pull the Key out of the framed sketch just past the Library Door.

Key Location

The Common Hall contains a Key hidden in a framed sketch. Bathe the sketch in Dark Light until the Key emerges.



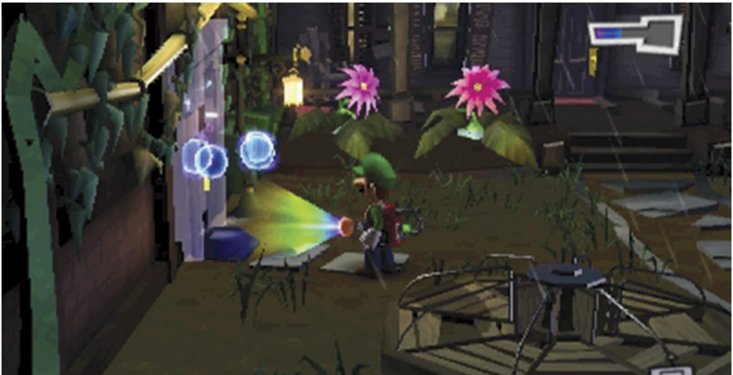
Aim the Dark-Light Device at the end of the Common Hall to reveal a missing door. Collect the Spirit Balls to break the illusion, then head through the door to find the Patio.



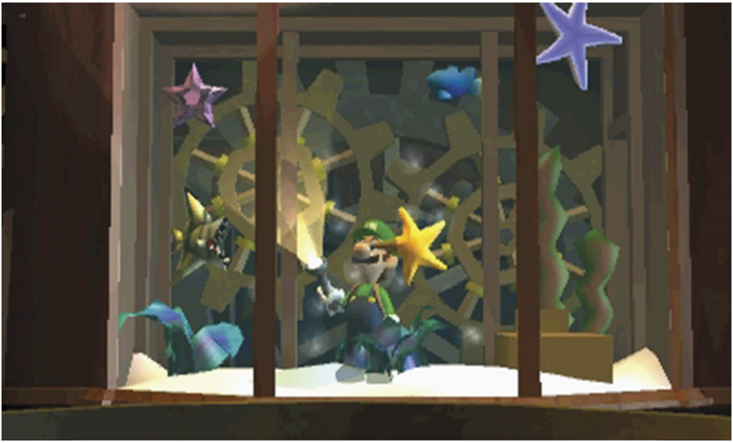
3 The Patio is full of hidden treasure, so take your time exploring the area. Flash the bats hanging above the porch, then flash the purple flowers at the edge of the grass. Use the Poltergust to vacuum the merry-go-round until it stops producing treasure. Move to the water and use the Dark-Light Device to reveal the missing fountain. When you capture all of the Spirit Balls, the fountain spits the Octagon Amethyst onto the grass.

Gem Location

To find the Octagon Amethyst, use the Dark-Light Device to reveal the Patio's missing fountain. Vacuum all of the Spirit Balls, then collect the Gem from the grass.



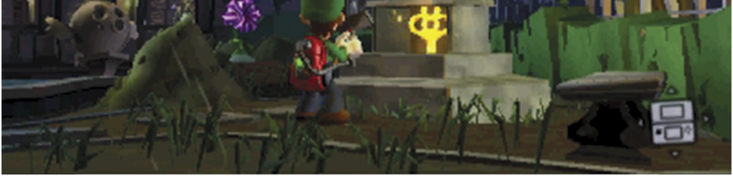
Use the Dark-Light Device to reveal the hidden door near the Gem's landing spot. Once the door is in place, head inside the small area Under the Stairs.



Flash the gold spiders just through the door and collect the resulting treasure. Move use the door in the northwest corner to find the small space behind the Foyer aquarium. Vacuum the Star Amethyst down from the glass, then make your way back out to the Patio.

Gem Location

To collect the Star Amethyst, use the Dark-Light Device to reveal the hidden door in the Patio. Move through the area Under the Stairs, then vacuum the Gem from behind the aquarium.



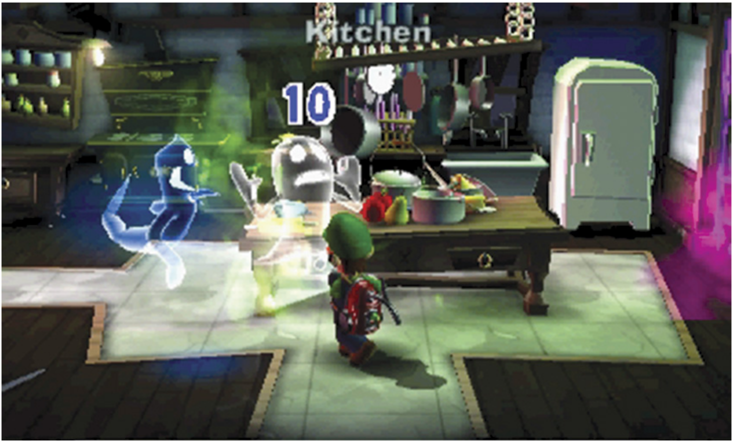
When you leave the area Under the Stairs, resume your search of the Patio. Move to the dark spot along the Patio's east edge and use the Dark-Light Device to reveal the statue of Professor E. Gadd. Vacuum the rotor above the statue to reveal a Key hidden in its base. When you finish your search of the area, use the Key to unlock the Kitchen door to the north.

Key Location

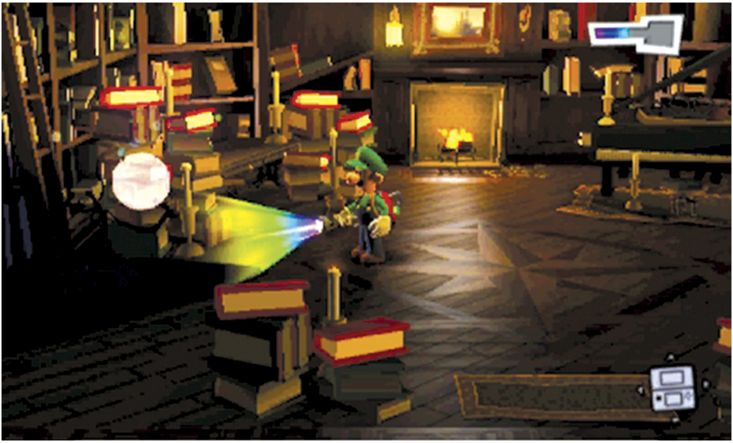
To find the Key hidden in the Patio, use the Dark-Light Device to reveal the statue near the area's east edge. Vacuum the rotor above the statue to eject the Key from a hidden compartment.

Tip

Before you enter the Kitchen, peek through the windows to witness some enemy activity.



4 As soon as you enter the Kitchen, surprise the nearby ghosts with a Strobulb Flash. There are four ghosts hiding in the area—two Greenies and two Hiders. Clear the room of enemies and search the surrounding objects. Before you head up to the Dining Room, use the door to the left and enter the Library.



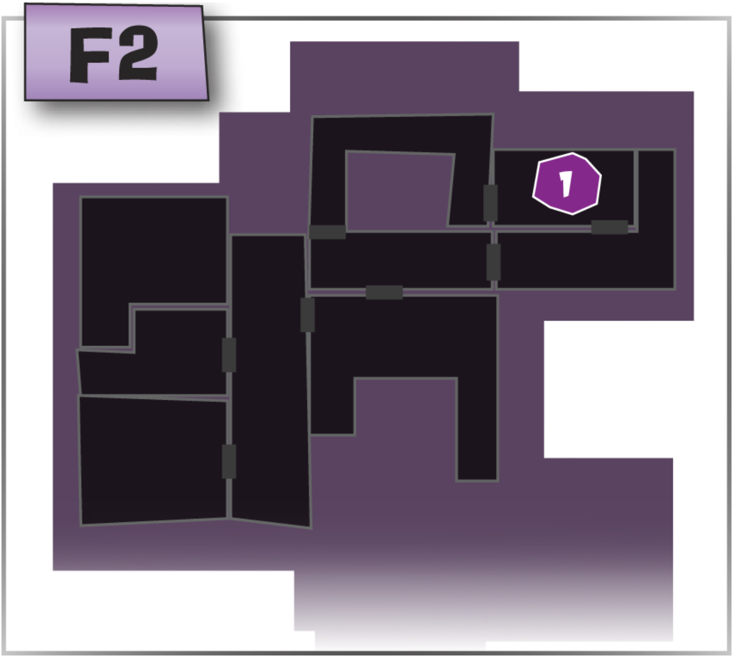
5 Cross the Library and use the Dark-Light Device to reveal the globe near the room's west edge. Capture all of the Spirit Balls, then use the Poltergust to pull the globe from its stand. Shoot the globe into a nearby object to reveal the Oval Amethyst. After you collect the Gem, leave the Library and return to the Kitchen.

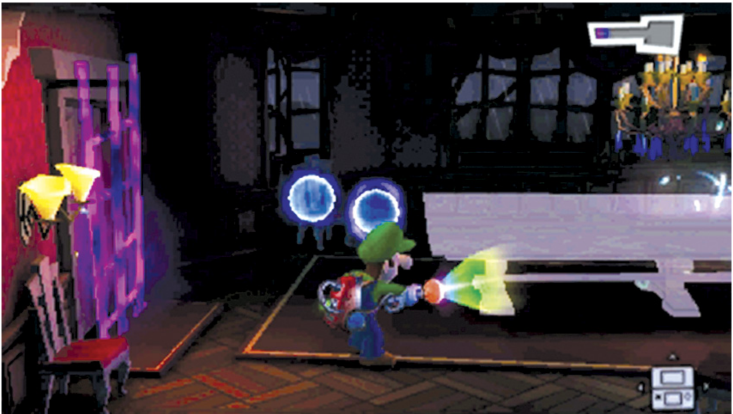
Gem Location

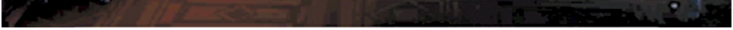
Use the Dark-Light Device to reveal the globe near the Library's west wall. Vacuum the globe and launch it to find the Oval Amethyst.

When you're ready, A-Pull the cord in the Kitchen's northeast corner and climb into the open dumbwaiter.

Defeat the Boo



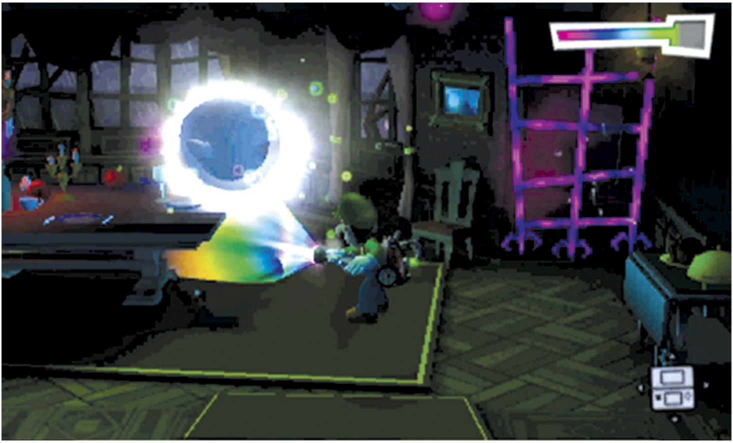




1 You reach the Dining Room just in time to see a Boo use Spirit Balls to hide a large table. Search the room's remaining objects and A-Pull the curtains along the north wall, then use the Dark-Light Device to reveal the missing table. When you collect all of the Spirit Balls, the Boo returns to find you've undone its work. When the Boo vanishes, use the Dark-Light Device to find its hiding spot. Look for the faded images that indicate the Boo's recent locations, and listen for the sounds of discomfort the Boo makes when it comes in contact with Dark Light.

Tip

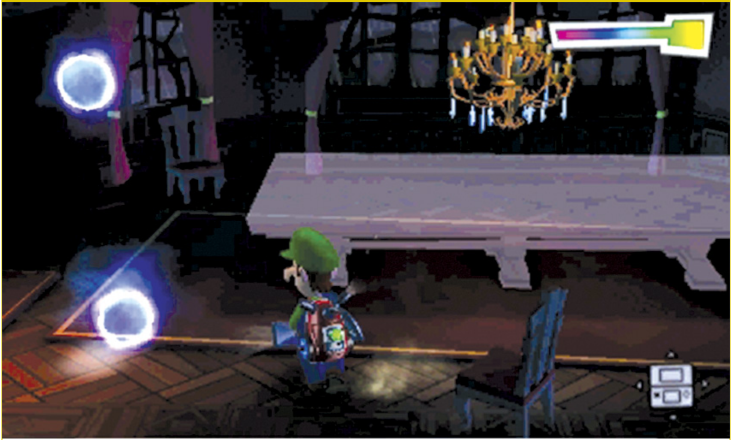
It takes several seconds of sustained Dark Light to stun a Boo, and a depleted Dark Energy Gauge takes a while to recharge. Use short bursts of Dark Light to locate the hidden enemy—when you find the Boo, you'll want to ensure you have an adequate supply of Dark Energy!



When you pinpoint the Boo's location, use the Dark-Light Device to hold it in place. When the Boo becomes dazed, use the Poltergust to vacuum its tongue. Once you latch on, move away from the ghost to charge an A-Pull. When the Power Gauge is full, press A to send the Boo ricocheting around the room. Try to collect the treasure it drops, but make sure you capture the weakened enemy before it recovers. Move in and hold R until you've crammed the Boo through the Poltergust nozzle.

If you fail to find the Boo or capture it before it recovers, the enemy attacks from the shadows. Watch out for the bright glow that proceeds each attack—such a glow means that the Boo is about to charge, or that a burst of Spirit Balls is about to be released. Stay clear of the Boo and vacuum any Spirit Balls that appear, then make another attempt to stun the Boo with the Dark-Light Device. After you capture the Boo, answer the Duel Scream to complete the mission and return to the Bunker.

Boo Location



This mission's Boo is located in the Dining Room table. Use the Dark-Light Device to reveal the missing table, the utilize the established tactics to defeat the unnamed Boo.

Early-Mission Boos

Once you acquire the Dark-Light Device, remember to replay the first three Gloomy Manor missions to capture the previously inaccessible Boos:

- In A-1 Poltergust 5000, you must reveal the missing spare tire in the Garage.
- In A-2 Gear Up, you must reveal the missing table in the Mudroom.
- In A-3 Quiet Please!, you must reveal the missing easel in the Studio.

Each time you find a Boo, use the tactics learned during this mission to subdue it.

A-5 Sticky Situation

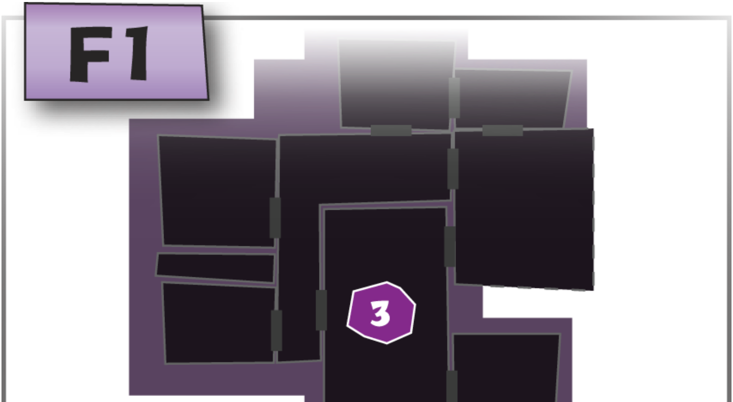
Professor E. Gadd's Mission Description

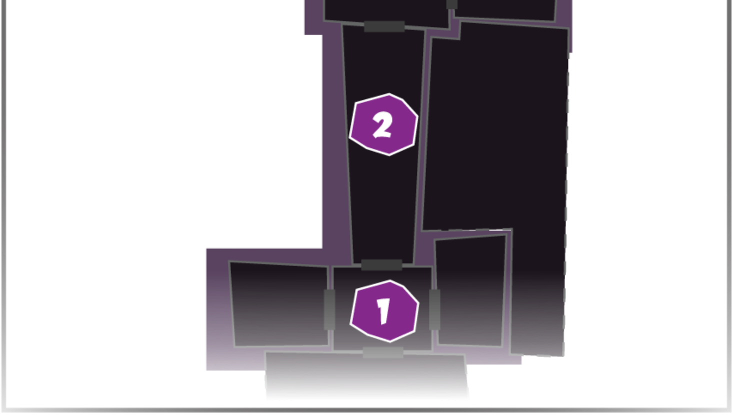
Clean up those darn spiderwebs! They're blocking our progress AND they ruin the furniture AND they're just plain gross!

Note

During this mission, many of your objectives will appear in random locations. However, several objectives will remain consistent across multiple attempts. Similarly, most of the mission's enemies appear in random locations. Each time you enter a new area, be prepared to face groups of Greenies, Hiders, or Slammers.

Clear Webs Near the Guard Hall

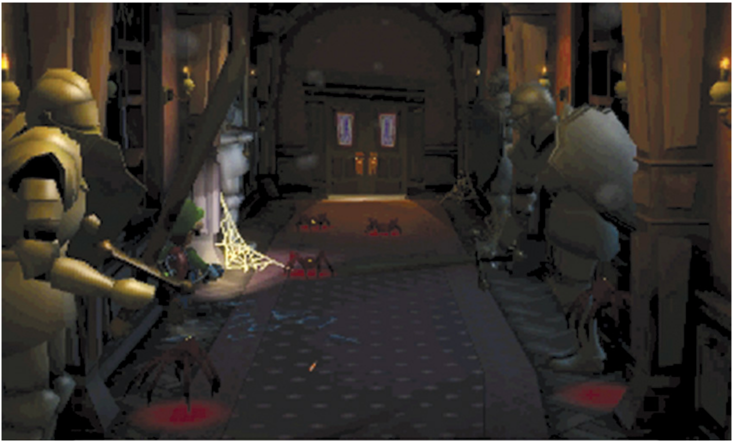




1 When the mission starts, you’re transported to the Entrance. Check the Touch Screen map to determine if any of the surrounding rooms contain webs. If the Front Yard, Mudroom, and Garage are all clear, consider moving directly to the Guard Hall.

Tip

Once again, the Front Yard does contain a small amount of treasure. However, it’s much easier to gain this mission’s 3-star rating if you limit unnecessary exploration.



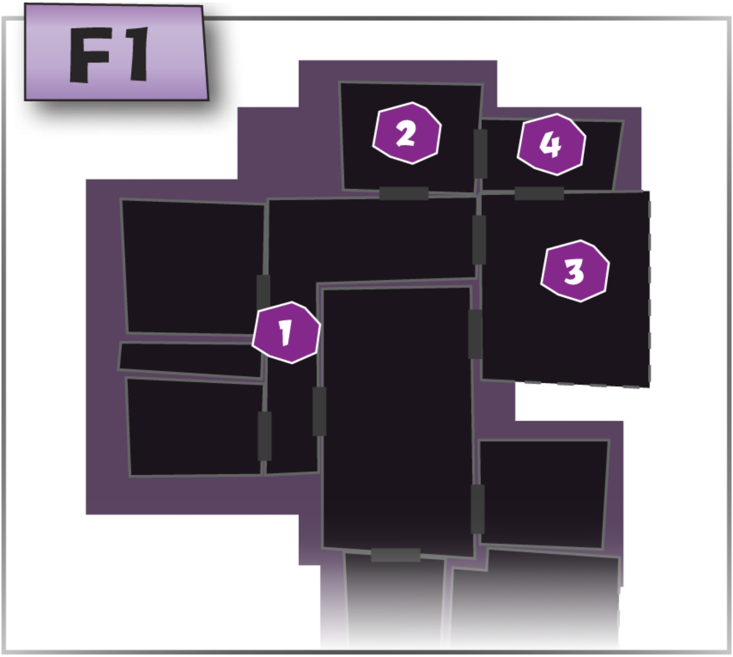
2 The Guard Hall should contain only a few webs, but they can be fairly difficult to spot. Check each suit of armor from head to toe and vacuum any webs you see. As you deal with the aggressive spiders, remember to stay clear of the swinging swords. Once the Guard Hall is clean, continue to the Foyer.

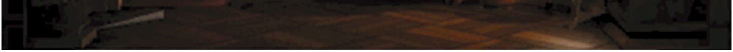
Tip

When you clear an infested area, the room sparkles and the objective marker vanishes from the map. As long as the marker remains, there's at least one web in that area.

3 Once you reach the Foyer, use the Touch Screen map to see if the Coatroom has been infested. If so, take care of it now; if not, move on to the Common Hall.

Clear Webs Near the Common Hall

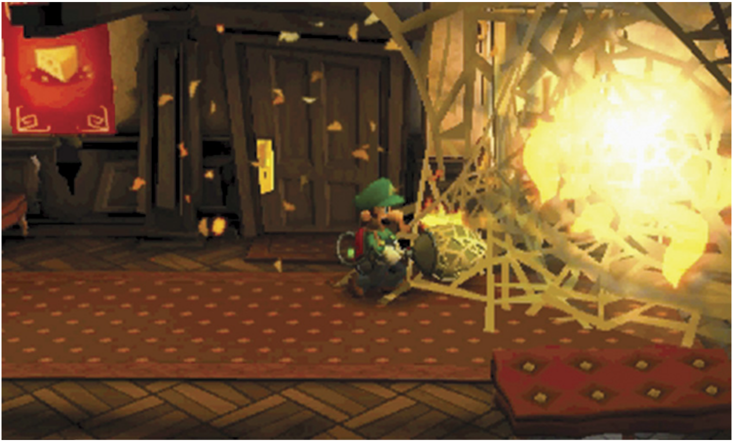




1 When you reach the Common Hall, check the map to see if the Lab, Secret Pocket, or Studio are infested. If so, take care of those areas first. If they're clear, vacuum the ball of webbing lying on the floor. Use the Poltergust to carry the ball to the nearby candle, then use the flaming ball to destroy the large web to the north.

Tip

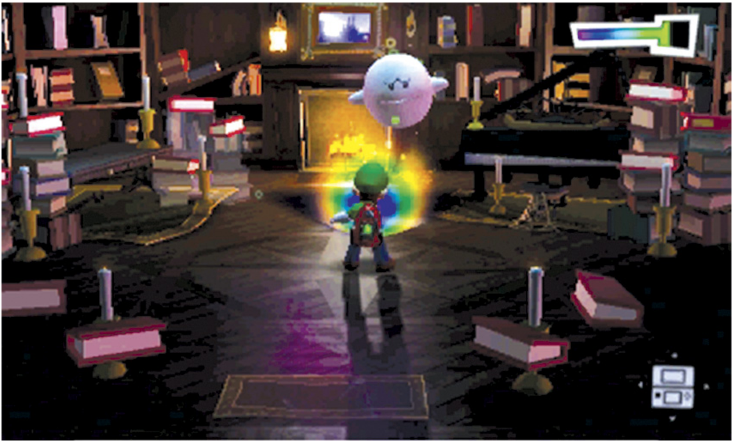
The Common Hall is full of spiders. Use the flaming ball to clear these pests as you move through the area.



As you follow the path around the bend, burn any webs you see. Move quickly to ensure you clear the large webs near the Library door before the flaming ball burns out. Vacuum the posters from the wall and peek into the Library, then use the Dark-Light Device to pull the treasure from the nearby framed poster. When you're finished in the Common Hall, use the newly cleared door to enter the Library.

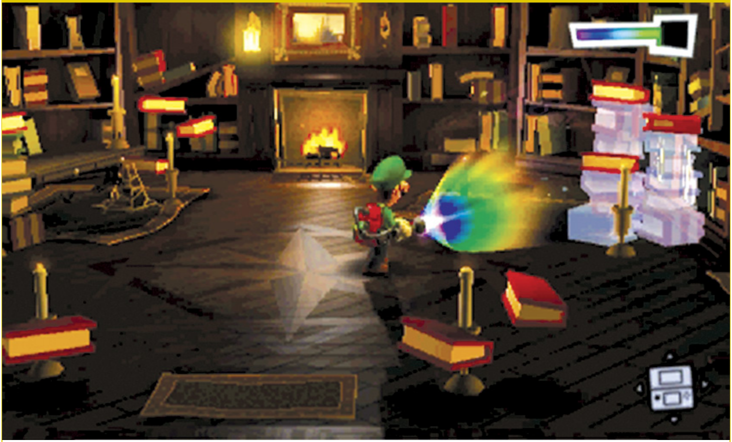
Tip

If the web-ball burns out before you clear the Common Hall, move back to the area's south end to find a fresh ball.

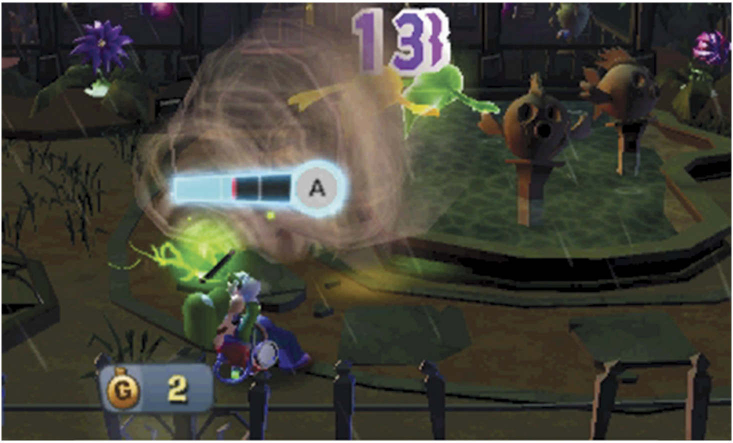


2 When you enter the Library, the piano and several stacks of books seem to have disappeared. Use the Dark-Light Device to reveal the piano, then capture all of the Spirit Balls to summon the Boo responsible. After you capture Ooga Booga, clear webs left in the room. Check the map for other nearby infestations, then leave the Library and return to the Common Hall.

Boo Location



This mission's Boo is located in the Library's piano. Use the Dark-Light Device to reveal the missing piano, then utilize the established tactics to capture Ooga Booga.



3 After you return to the Common Hall, head through the door on the east wall. Move to the center of the Patio to find a Greenie and a Gold Greenie playing near the southern edge of the water. Capture both enemies, then search the rest of the area. Flash the purple flowers, spin the merry-go-round, and reveal the door to the area Under the Stairs. When you're ready, use the door to the north to enter the kitchen.

Tip

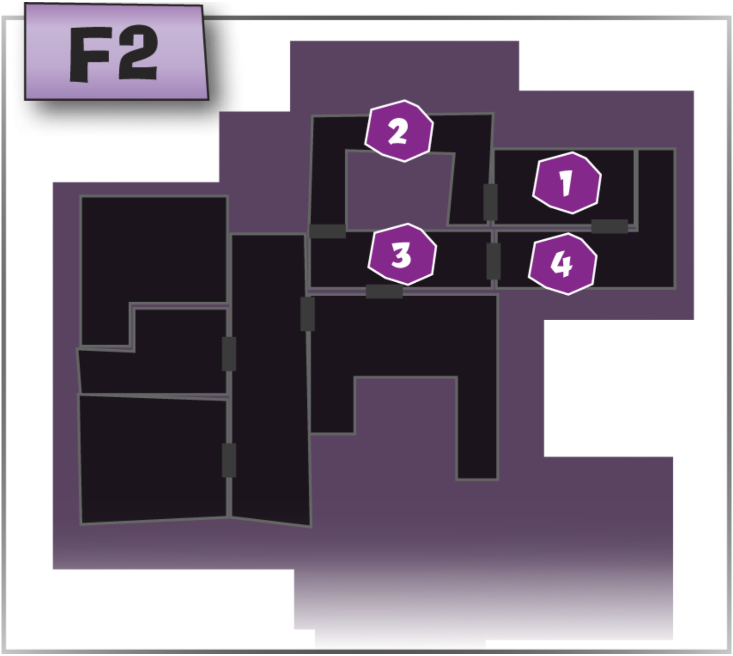
The Patio contains a sizable chunk of this mission's available treasure. It's important to finish the mission quickly, but don't skip this valuable area.

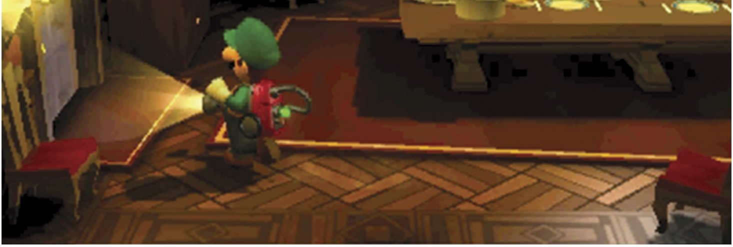
4 Ensure the Kitchen is clear of webs and enemies, then use the dumbwaiter to travel up to the Dining Room.

Caution

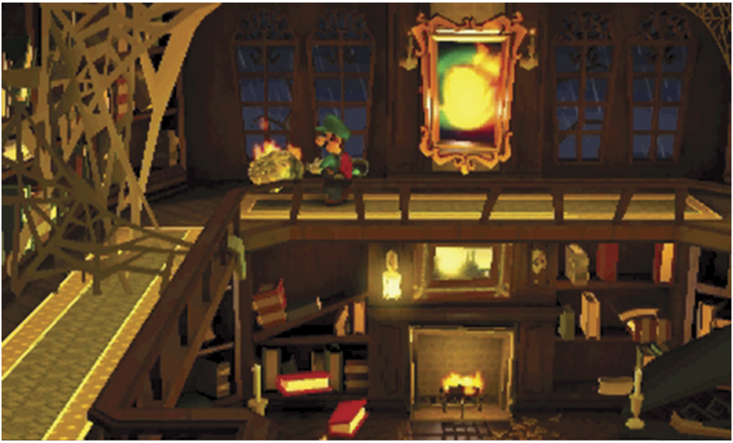
During this mission, the Kitchen usually contains a group of ghosts. Stay alert!

Clear the Webs Near the Lobby

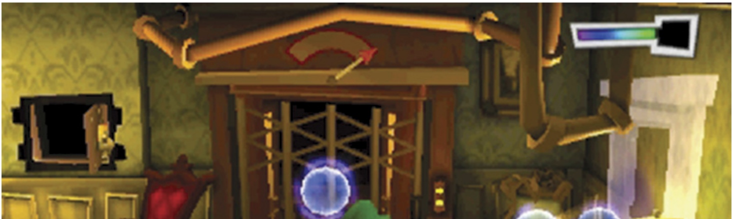




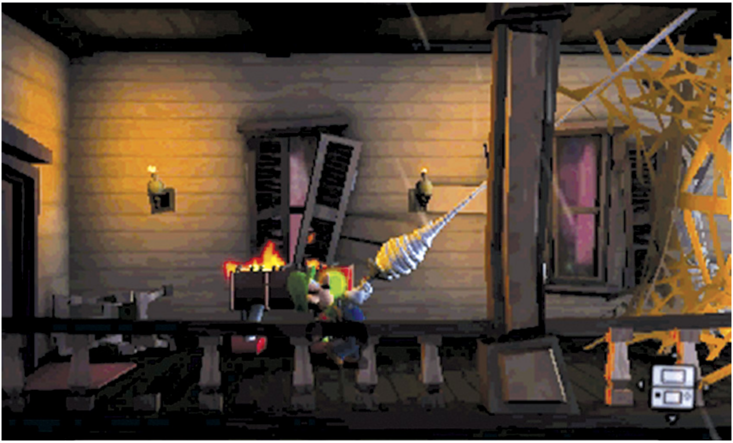
1 When you reach the Dining Room, clear out any ghosts, critters, or webs that might be in the area. When you're ready, leave through the door to the left to enter the F2 level of the Library.



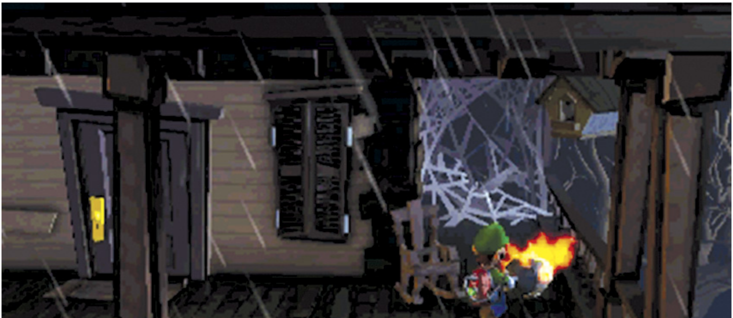
2 As you follow the walkway around the Library's perimeter, use the Dark-Light Device to activate the framed sketch on the north wall. Vacuum the nearby ball of webbing, and carry it to the sketch before the flame vanishes. Once the ball is burning, use it to clear the large webs out of your path. Clear any remaining webs from the room, then follow the path to the Lobby.



3 Ensure the Lobby is clear of ghosts and webs, then use the Dark-Light Device to reveal the door to the right. When you're ready, use the door to reach the Balcony.

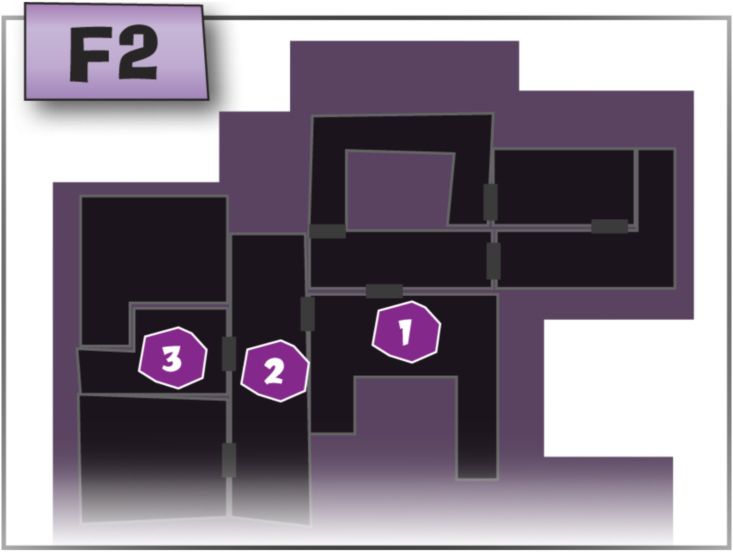


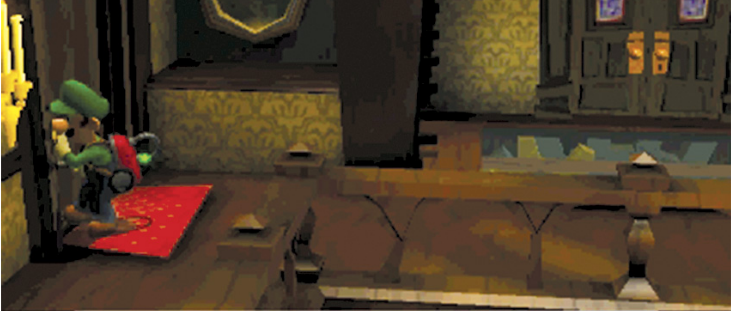
4 When you step onto the Balcony, use the Strobulb to flash the bats hiding above you. Once the area's safe, vacuum the web high in the northwest corner, just below the overhang. Use the Strobulb to ignite the grill, then vacuum the loose bundle of webbing to the right. Pull the webbing over to the grill, ignite it, then release it to destroy the nearby web.



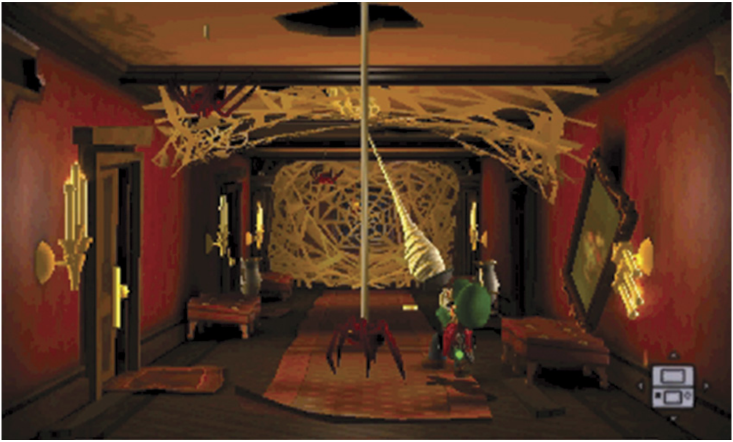
After the web burns, flash the bats hiding above the Balcony's east half. Vacuum the web-ball, then carry it over to the grill and light it on fire. Use the burning ball to destroy the large web at the Balcony's northeast corner, then clear out any remaining small webs. When you're ready, return to the Lobby and continue to the Foyer.

Clear Webs Near the Master Hall

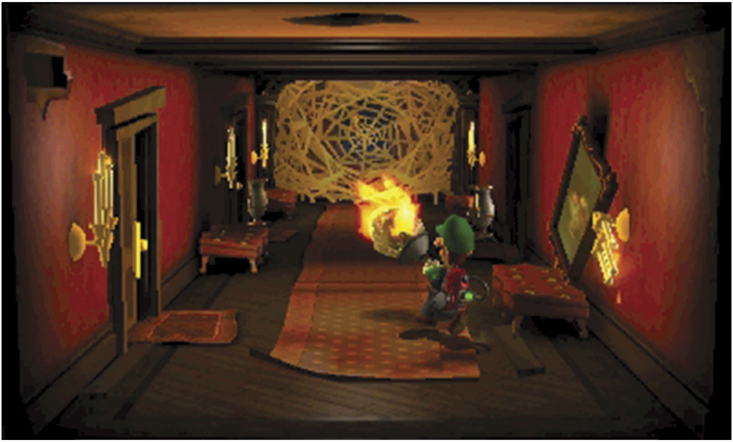




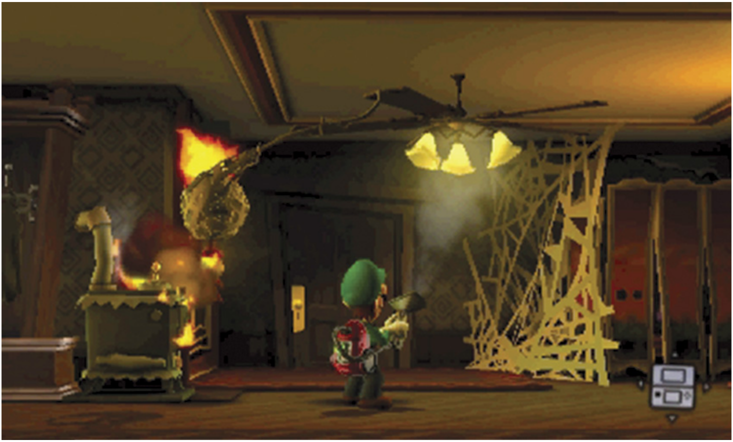
1 At this point, level F1 should be clear of webs. Now you must complete your search of level F2 and find a way to reach level F3. When you return to the Foyer, head through the door to the left to search the Master Hall.



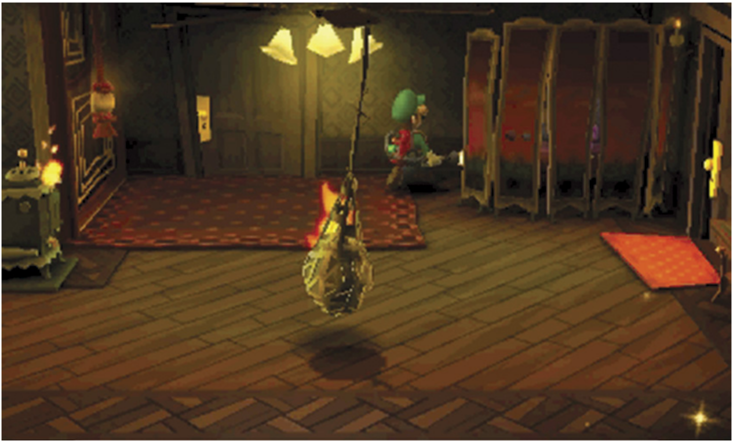
2 There's a gold spider hiding in the large web on the Master Hall's ceiling. Flash it and collect the treasure, then vacuum the web on the nearby painting. When the painting tips over, it knocks a candle sconce askew. Clear out a few of the spiders that appear, then vacuum the bundled webbing from the ceiling. As you drag the bundle over to the flame, avoid any spiders in your path.



After the web burns, a ball of webbing falls to the ground. Vacuum the ball, then use the candles to ignite it. Carry the flaming ball to the Master Hall's north end and use it to destroy the remaining web. When the web burns, it reveals a pull cord. This cord provides access to the Rafters on level F3. Before you head up, however, clear out the rest of level F2.



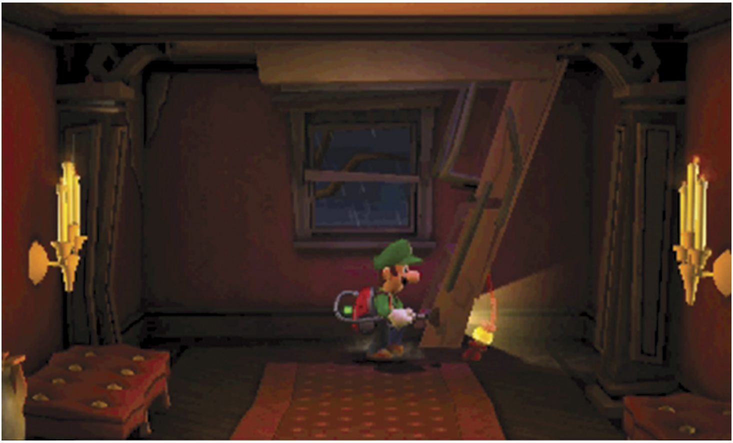
3 Check the map to ensure the Parlor is free of webs, then enter the Bedroom. Search the stove to stoke the fire, then vacuum the ceiling fan. When the blades spin fast enough, the webbing bundle attached to the fan passes through the stove's flame and ignites the large web blocking the dressing area.



After the web burns, move behind the dressing screen and vacuum the area to collect the Mushroom Amethyst. Use the map to check for nearby objectives. If the Study is infested, use the Bedroom's secret passage. If not, leave the bedroom and return to the Master Hall.

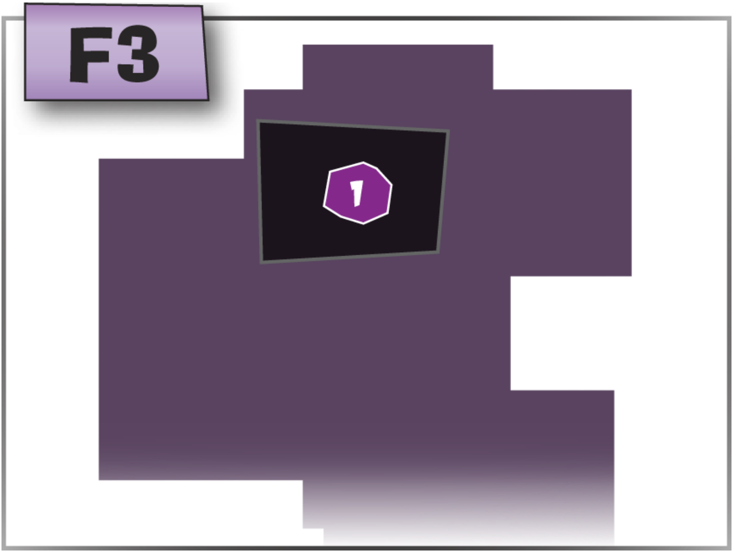
Gem Location

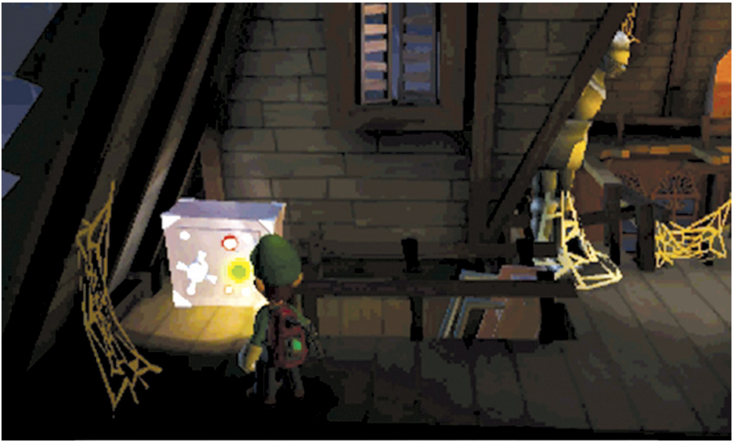
After you clear webs from the Bedroom, vacuum the area behind the dressing screen to collect the Mushroom Amethyst.



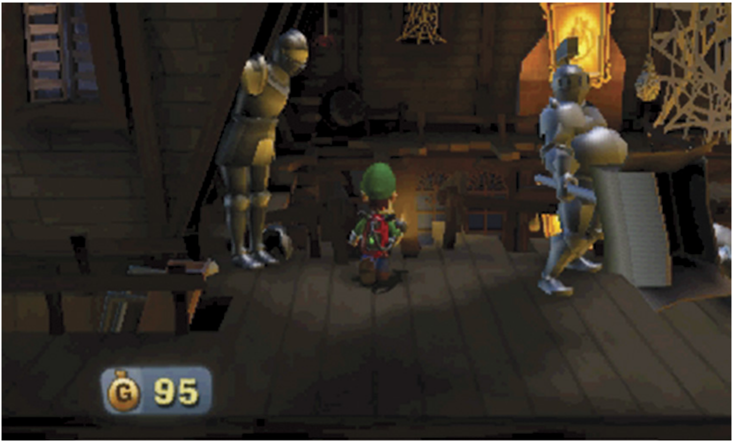
After you clear all of the webs on level F1 and level F2, return to the Master Hall's north end. A-Pull the cord hanging from the ceiling to reveal a drop-down ladder, then climb up to level F3.

Clear Webs in the Rafters

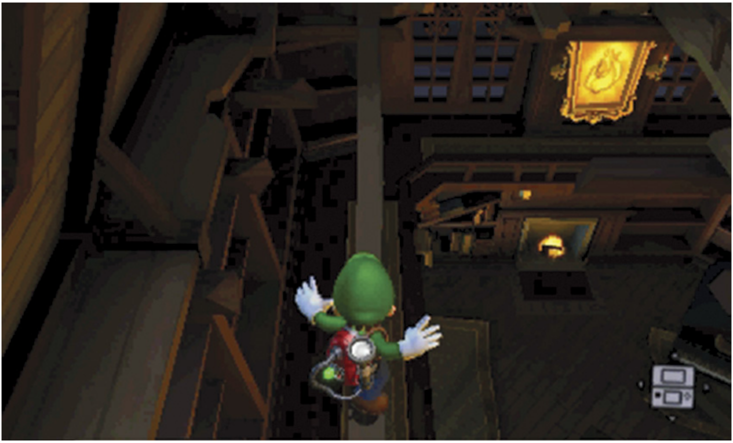




1 When you reach the Rafters, hook back to the left to find a safe near the wall. Use the Strobulb to flash the safe, then vacuum any nearby webs.



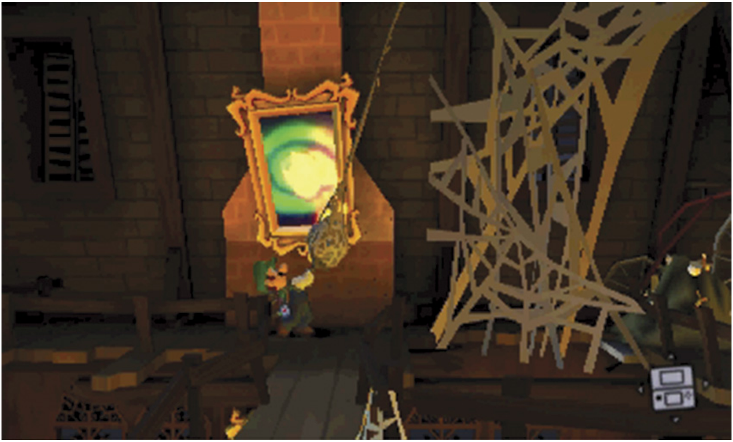
Stand between the suits of armor to the right, then press X to step onto the narrow beam.



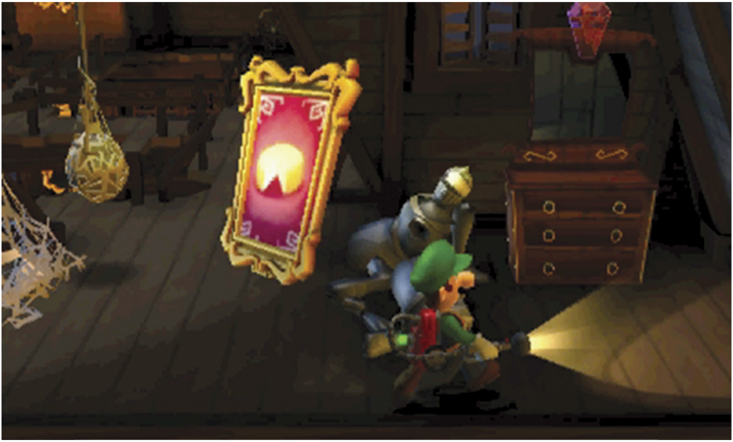
Use the Circle Pad to control your movement while on the beam, and tilt the Nintendo 3DS system to steady yourself if you start to lose your balance. Make your way across the beam and continue your search of the area.

Caution

Watch yourself around the suit of armor just east of the beam! If you get too close, the armor skewers anything in front of it.



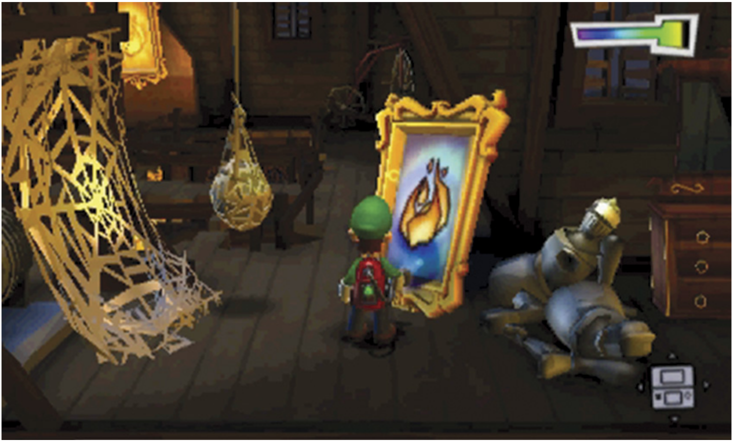
After you cross the beam, clear out any webs along the north wall. Use the Dark-Light Device to activate the framed sketch, then vacuum the nearby bundle of webbing and drag it to the flame. As you continue through the area, clear out the other webs along the path.



When you reach southeast corner of the area, use the Touch Screen to check your mission progress. If you've been thorough, the large web near the hanging bundle should be the last web in the mansion. Before you destroy it, search the nearby dresser and vacuum the Coffin Amethyst attached to the its mirror.

Gem Location

Before you destroy the last web, locate the dresser in the Rafters' southeast corner and vacuum the Coffin Amethyst down from its mirror.



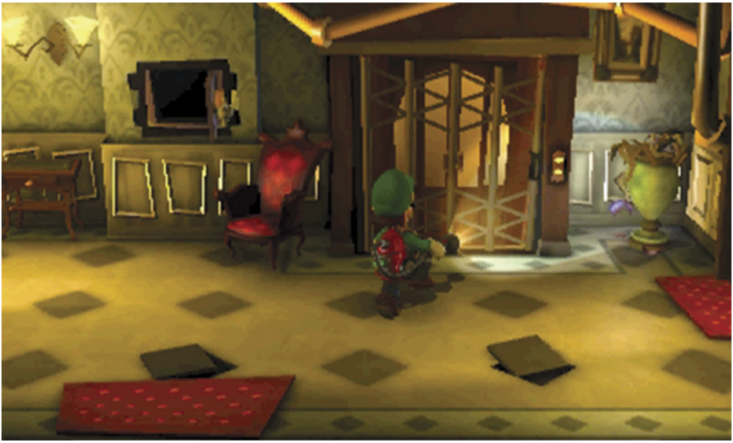
When you're ready, vacuum the framed poster to reveal the sketch beneath it. Use the Dark-Light Device to activate the sketch, then use the Poltergust to vacuum the bundled web. Use the bundle to ignite the last web, then answer the Duel Scream to complete the mission and return to the Bunker.

Confront the Source

Professor E. Gadd's Mission Description

This paranormal reading is off the charts! I don't know what's down in that Cellar, but it's not happy. Why don't you...uh... investigate?

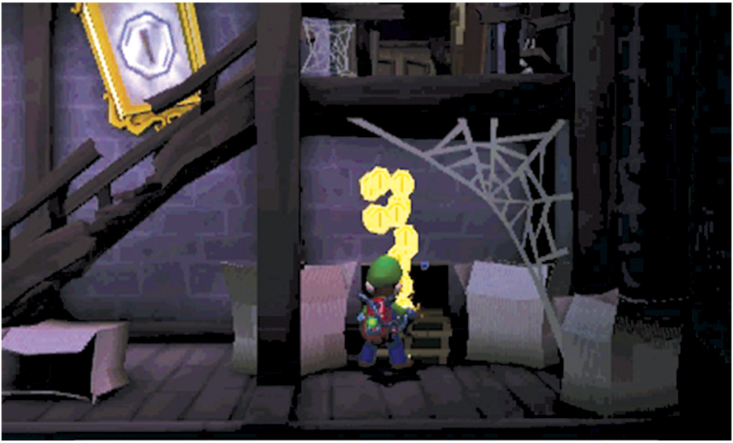
Locate the Source



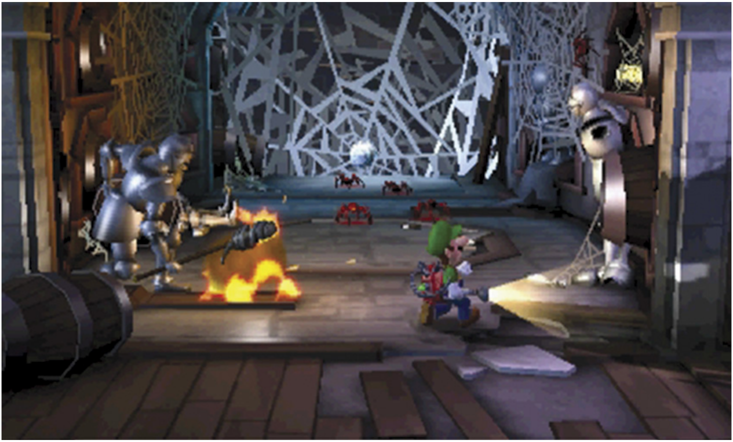
When the mission starts, you're transported to the Lobby. Open the safe and search the surrounding objects, then use the elevator to reach level B1.

Note

If you attempt to leave through any of the Lobby's doors, Professor E. Gadd stops you. During this mission, you can only access the Lobby and the Cellar.

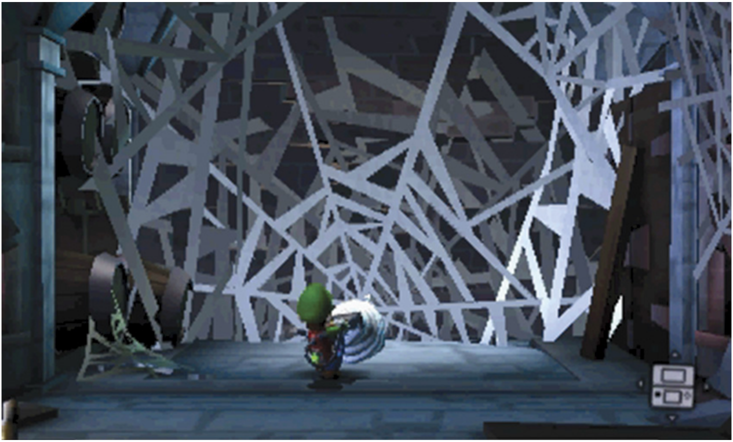


When you reach the Cellar, walk down the steps and hook back to the right. Open the chest below the landing, then use the Dark-Light Device to reveal the treasure in the nearby framed sketch.



After you collect the available treasure, follow the cellar north. As you approach the two closest suits of armor, the figure on the left slams a torch to the ground—keep your distance, or move quickly to avoid being struck.

As you pass the torch, look for the treasure high on the wall to the right. To free the coins, vacuum the web holding them in place.

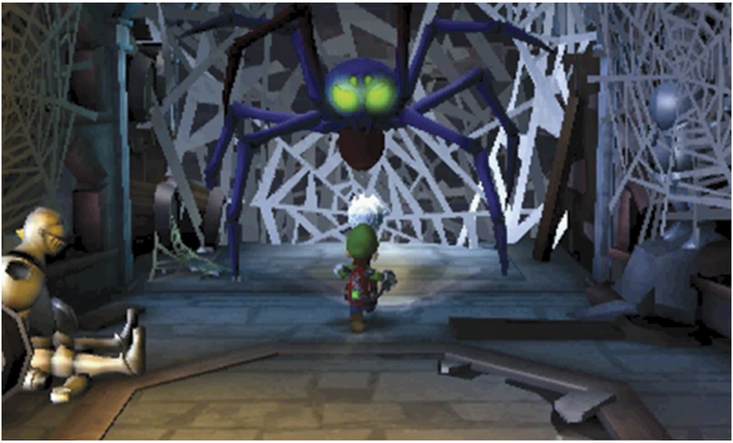


When you reach the large web blocking your path, vacuum the loose bundle and pull it until you trigger a cinematic.

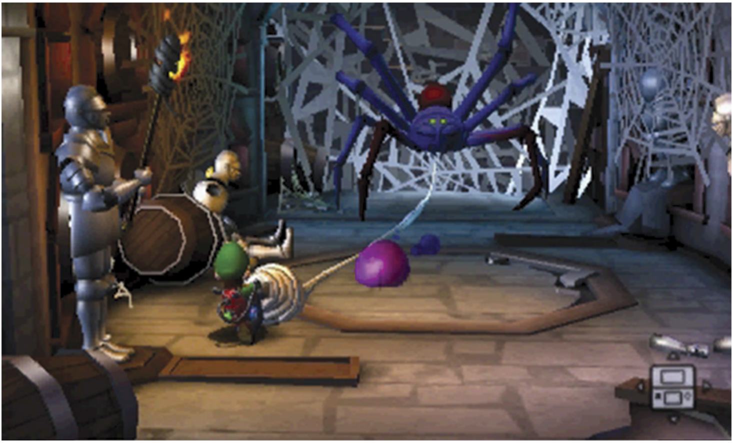
Note

The rest of this mission involves an extended battle that can be divided into three distinct phases. Many of the game's encounters share this format.

Phase 1



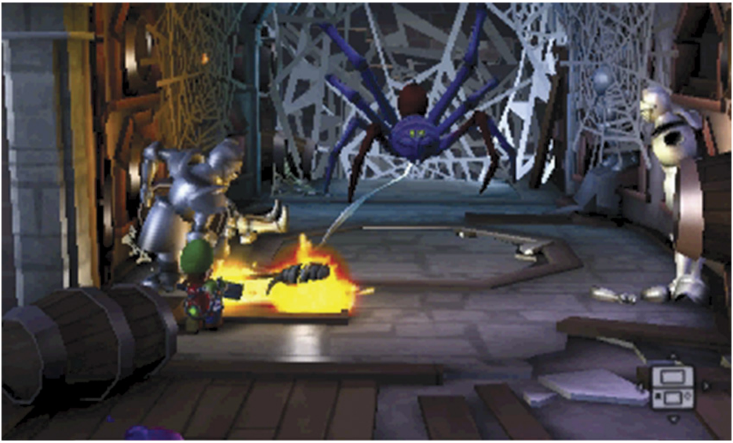
A giant spider appears, knocking you away from the bundled webbing. When you recover, approach the spider until it rears back. Flash its green glowing eyes with the Strobulb, then run in and vacuum the bundle before the spider recovers.



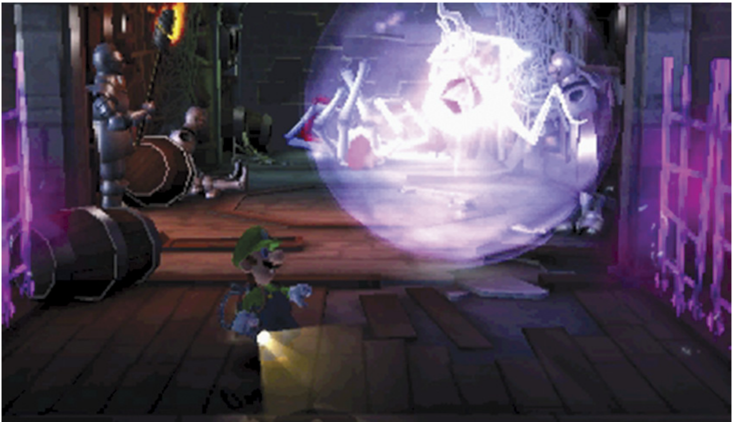
Pull the bundle back to the torch-bearing suit of armor. As you move, watch out for the giant spider's toxic blobs. Each time a blob hits the ground, move out of its path without releasing the bundle.

Caution

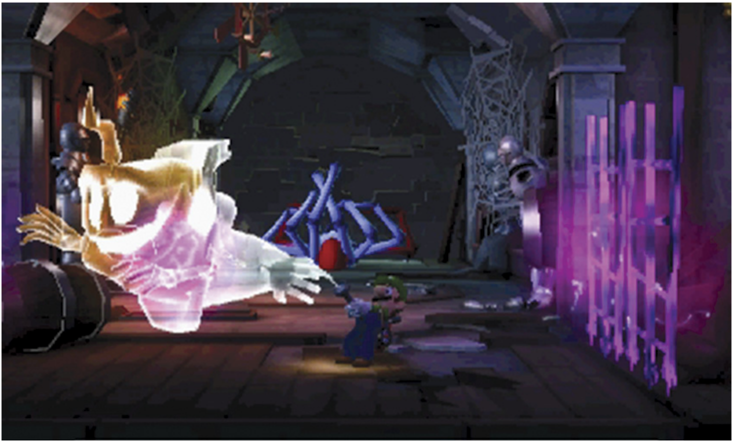
The strain of pulling the bundle limits your agility, but releasing the bundle will force you to restart the battle's current phase.



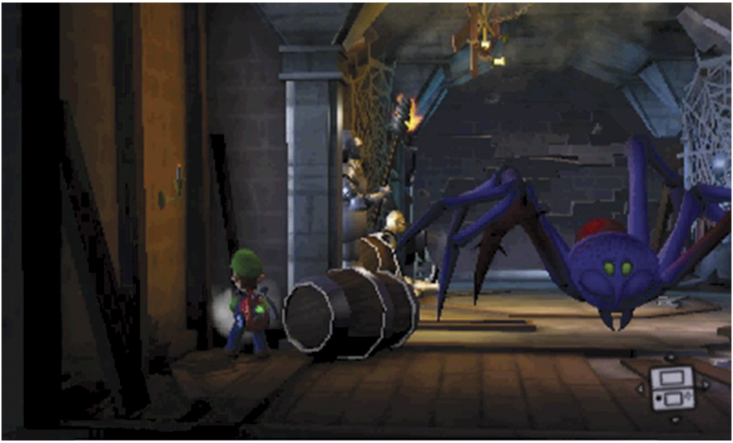
Pull the bundle onto the board at the base of the armor. When the torch slams down, the flame follows the webbing back toward the giant spider. As the fire spreads, the spider is thrown to the ground, jarring the hidden Grouchy Possessor into the open.



When the cinematic ends, the Grouchy Possessor raises a protective shield and prepares a charge attack. Move out of the ghost's path to avoid being hit.

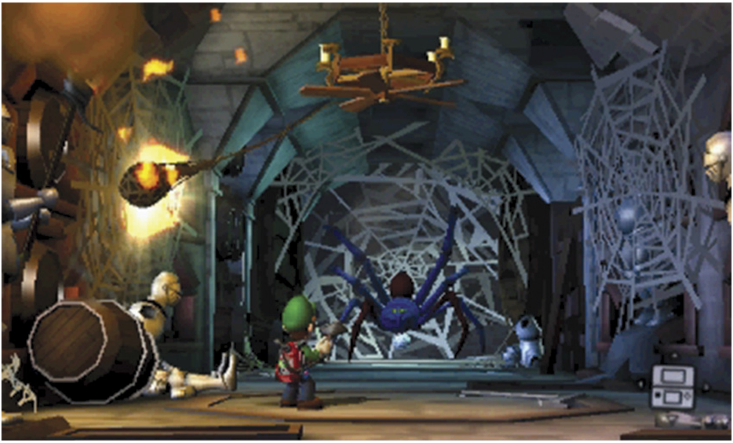


When the Grouchy Possessor collides with a wall, the shield dissipates. Flash the ghost with the Strobulb and latch on with the Poltergust. Fill the Power Gauge and perform an A-Pull to peel away the Grouchy Possessor's first layer. The weakened ghost flies away and regains control of the giant spider.



As the Grouchy Possessor retreats, take cover near a wall to avoid the spider's impending charge. Wait for the spider dash past you and skitter back to its starting point. When the spider crashes through the newly revealed bricks, the battle's second phase begins.

Phase 2



Clear out the red spiders that appear and watch for incoming toxic blobs. Stand below the chandelier and aim the Poltergust toward the ceiling. Press and hold L to spin the chandelier until the attached bundle passes through the torch and ignites the nearby webs, freeing a pike-wielding suit of armor.

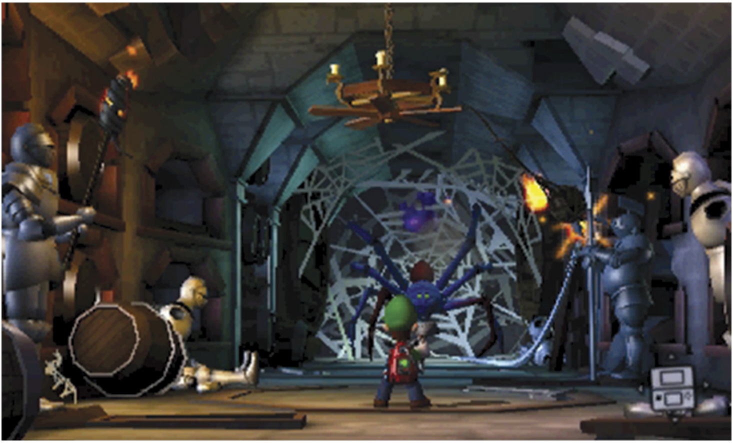
Caution

While the chandelier gains speed, you must dodge the giant spider's toxic attacks.

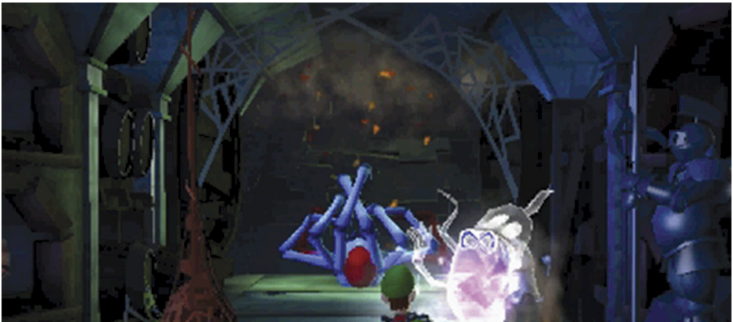
Tip

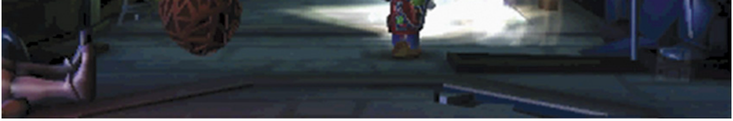
The Poltergust's vacuum function will also spin the chandelier, but the blower mode ensures the bundled webbing doesn't get caught in your equipment.

Approach the giant spider and wait for it to rear back. Use the Strobulb to flash its eyes, then vacuum the nearby bundle and pull it back to the pike-wielding suit of armor. During this phase, you must dodge the giant spider's attacks and avoid the red spiders that drop down in your path. Watch for the red shadows that appear on the ground and adjust your path accordingly.

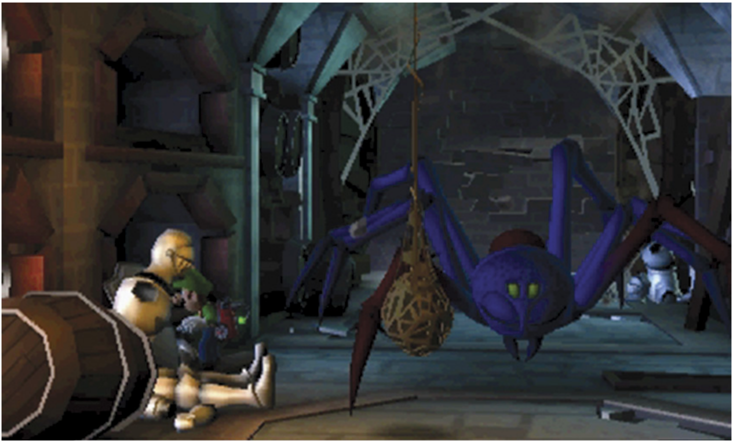


Drag the bundle onto the board near the pike-wielding suit of armor. When the pike skewers the bundle, return to the chandelier and use the Poltergust's blower function to spin it up to speed. Dodge the incoming toxic blobs until the bundle attached to the chandelier ignites the bundle at the end of the pike. Keep your distance to avoid being caught in the resulting flare-up.



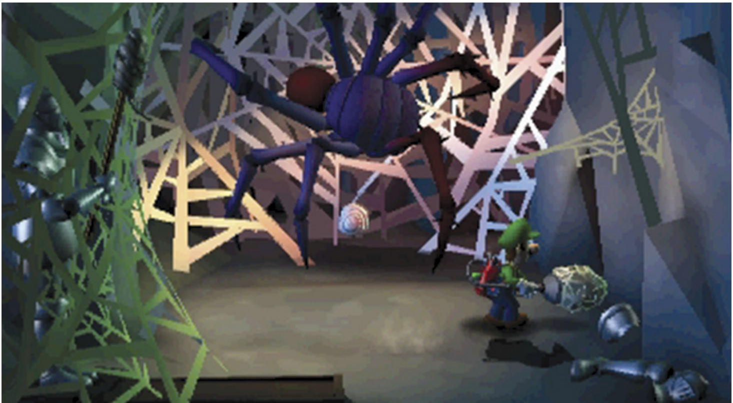


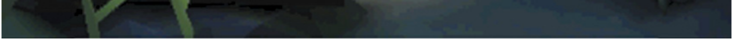
When the Grouchy Possessor is thrown to the ground, run in and flash it with the Strobulb—if you're fast enough, you can stun the ghost before it has a chance to raise its shield. If you fail to stun the Grouchy Possessor, dodge its charge attacks until it lowers its shield. Once you catch the ghost with a Strobulb flash, latch on and perform an A-Pull to remove another layer.



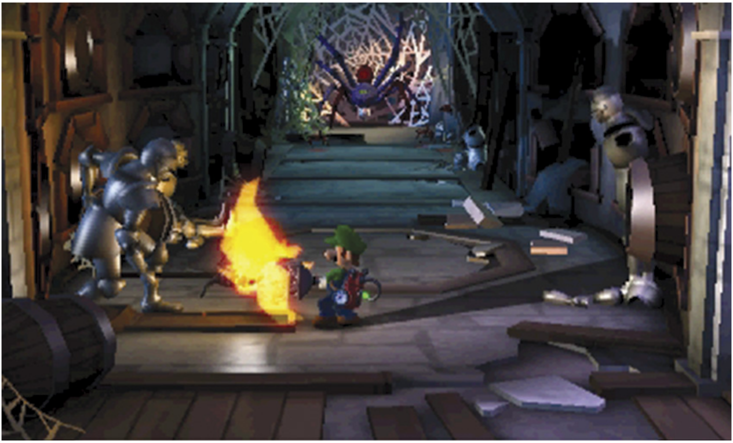
As the Grouchy Possessor returns to the giant spider, take cover to avoid its charge attack.

Phase 3

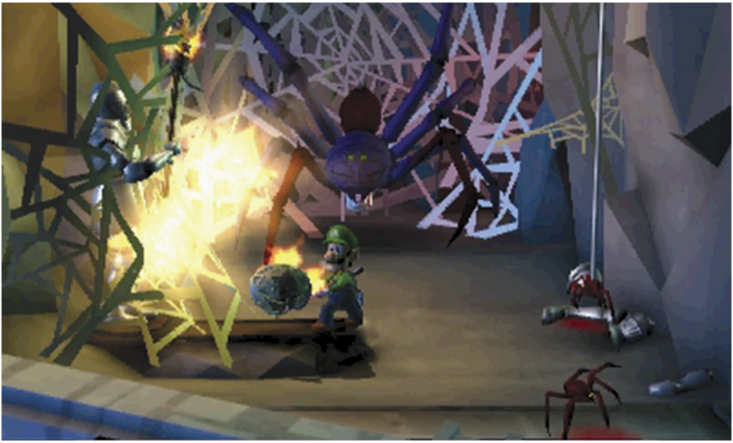




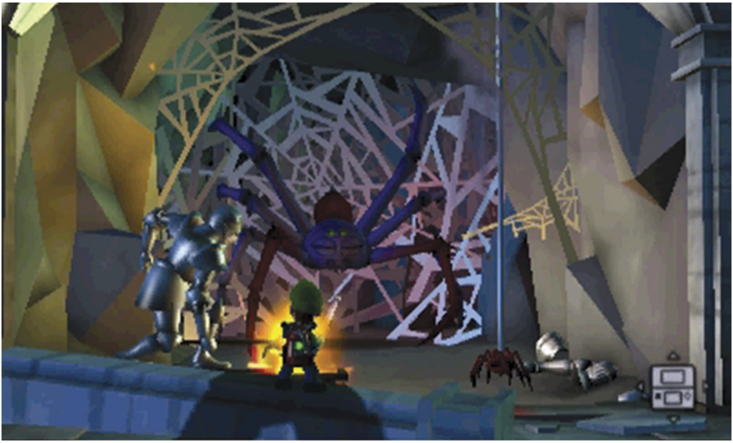
After the giant spider crashes through the next brick wall, run in to begin the battle's third phase. Dodge the incoming toxic blobs, and flash any red spiders that drop into your path. Approach the giant spider until it rears back, then use the Strobulb to flash its eyes. While it reacts, vacuum the web-ball near the east wall—for now, ignore the bundle of webbing directly below the giant spider.



Carry the web-ball all the way back to the Cellar's south end. During the trip, you must dodge incoming toxic blobs and an endless supply of red spiders. Your speed is severely limited, but it's best to keep moving. When you reach the torch-bearing suit of armor, hold the web-ball over the board until the torch slams down.



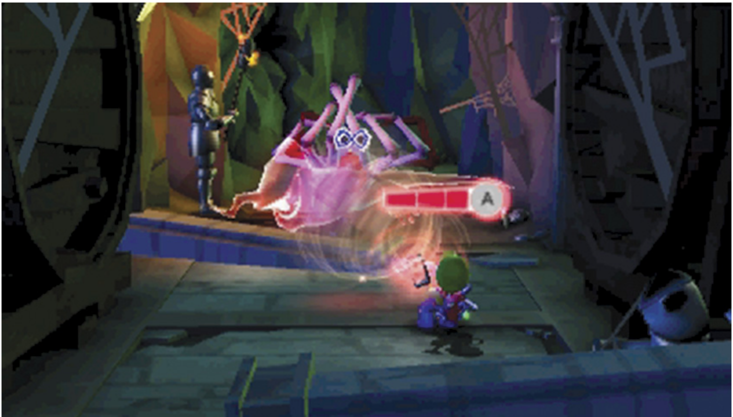
Carry the flaming ball all the way back the length of the Cellar. The fire can clear any red spiders in your path, but you must still dodge the toxic blobs. Walk around the pillars that topple away from the walls, and use the flaming ball to free the suit of armor near the giant spider.



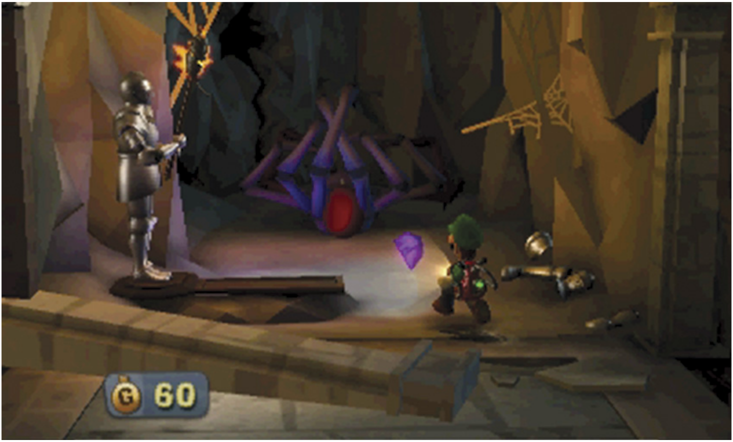
Hold L to free the flaming ball from the Poltergust's nozzle, then approach the giant spider. When the spider rears back, use the Strobulb to flash its eyes, then vacuum the bundled webbing beneath it. Drag the bundle to the nearby suit of armor, and hold it above the board until the torch slams down.

Caution

As you drag this final bundle, there's very little room to dodge toxic blobs and red spiders. Stay alert!



As the flame burns toward the spider, move quickly to get clear of the flare-up. When the Grouchy Possessor is thrown to the ground, flash it with the Strobulb and latch on with the Poltergust. Fill the Power Gauge and perform an A-Pull to capture the ghost and reveal a Dark Moon piece.



When you're ready, approach the Dark Moon piece to trigger a cinematic. When it ends, answer the Duel Scream to complete the mission and return to the Bunker.

Gradual Infiltration

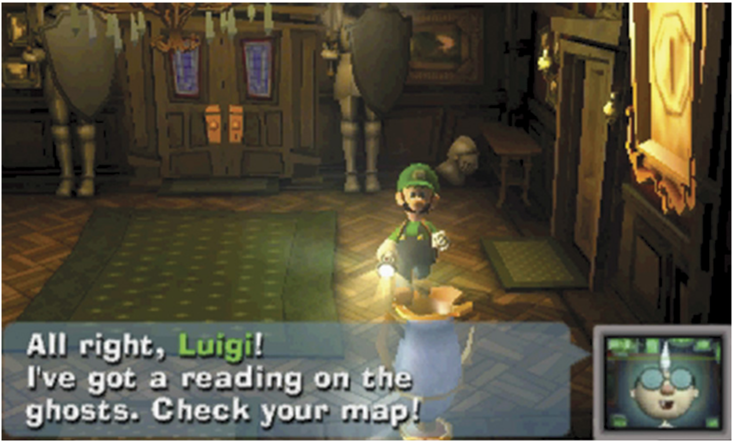
Professor E. Gadd's Mission Description

We have an...interesting situation. The Parascope is picking up mild paranormal signals in the manor. I'm sending you in to investigate.

Note

To unlock this mission, you must collect all five of the Gloomy Manor Boos and collect this mansion's Dark Moon piece.

Like all invasion-based missions, groups of ghosts appear in random locations. Your task is to move from objective to objective, capturing all ghosts as quickly as possible.

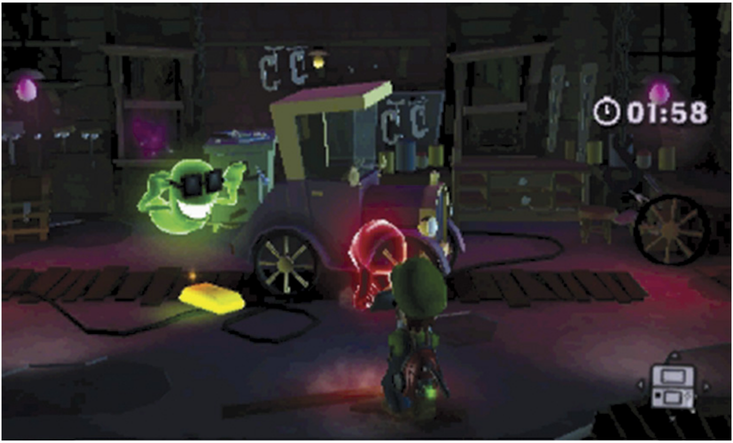


All right, Luigi!
I've got a reading on the ghosts. Check your map!

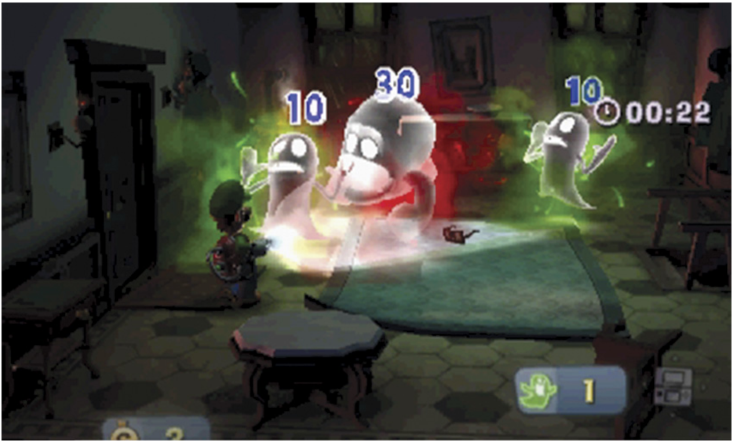
When the mission starts, wait for Professor E. Gadd to spot the first objective. At this point, only a single room is infested. Use the Touch Screen map to identify the effected area, then get to that location as quickly as possible. The marked room can contain any combination of Greenies, Hiders, and Slammers.

Tip

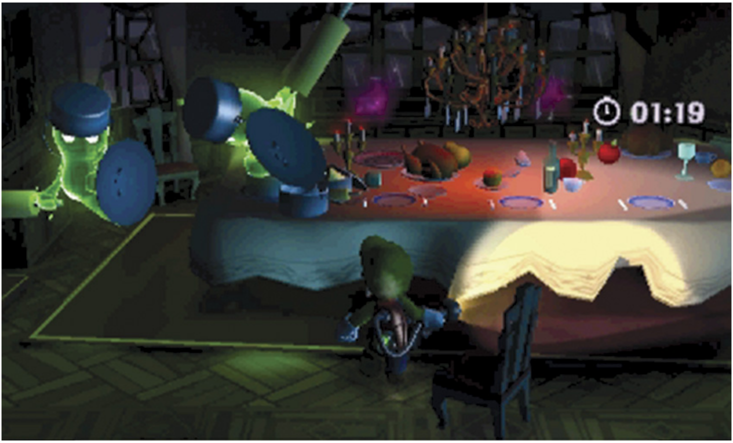
Remember that in addition to the map, the Touch Screen can be used to display objective descriptions. Tap the button in the lower-right corner to switch between the two modes.



Clear the room to receive new objectives from Professor E. Gadd. Once you do, ghosts appear in two separate rooms at the same time. Clear both rooms to receive your last round of objectives. Professor E. Gadd identifies three simultaneous infestation sights. Tackle them each, one by one. Clear the mansion of all ghosts, then answer the Duel Scream to complete the mission and return to the Bunker.



A single room can contain several ghosts, but they'll generally attack in small groups. It's much easier to earn a 3-star rating if your Poltergust is fully upgraded, so consider postponing your first attempt until your equipment is up to snuff. During invasion-type missions, it's more important than ever that you capture multiple ghosts with each attack. Doing so greatly reduces your completion time and serves as your primary source of treasure.

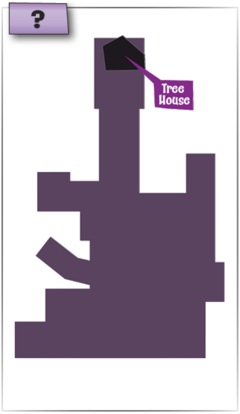


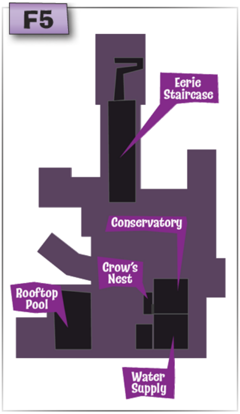
Slammers and Hiders can be a handful, but specially equipped Greenies are the enemies most likely to cost you precious seconds. If a Greenie is wearing sunglasses, A-Pull them off as quickly as possible. If a Greenie is sporting a makeshift shield, make sure you disarm it at the first opportunity.

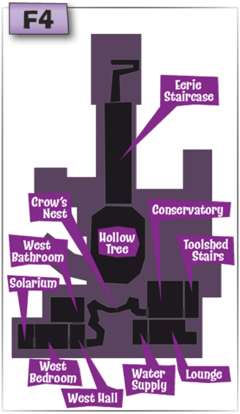
When dealing with multiple infestations, it's usually best to deal with the closest objective first. In Gloomy Manor, the Study serves as the major exception to this rule. Once you enter the Study, the secret passage to the Studio serves as your only exit. Consider this when you plan a route through the mansion—if you must enter the Study, try to take care of any infestations on level F2 beforehand. As with any mission, a high rating depends on moving quickly, avoiding damage, and collecting the bulk of the available treasure.

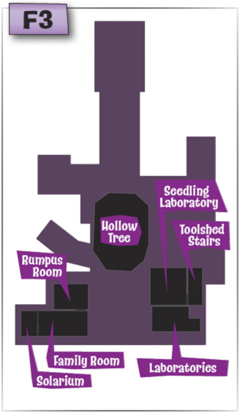
Walkthrough

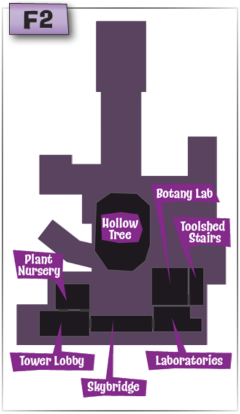
Haunted Towers

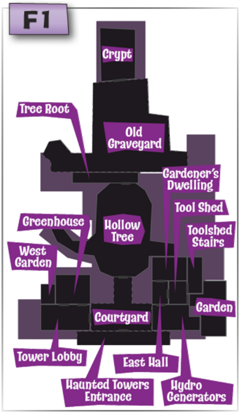




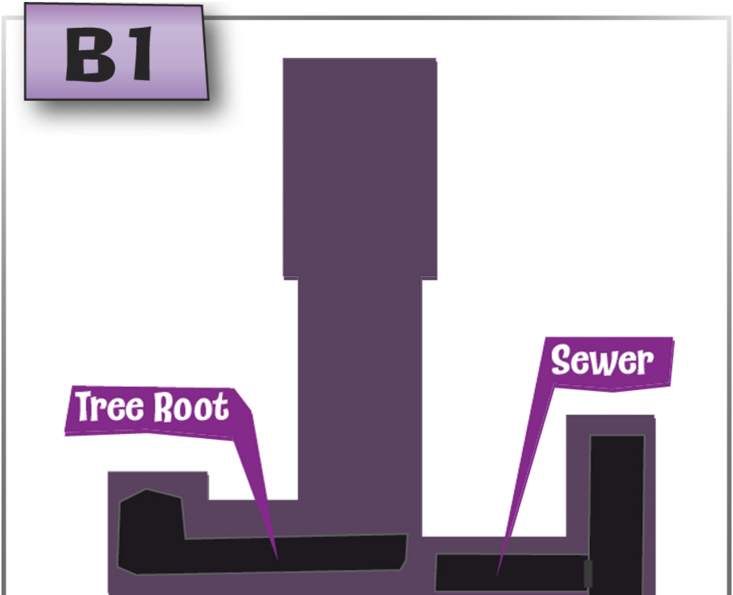








Mansion Overview



Gardener's Lab

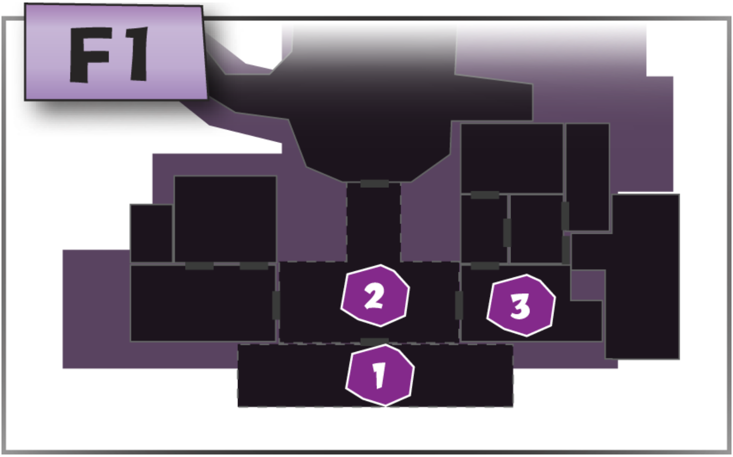
Built flanking a giant tree, the Haunted Towers contain an odd mix of spaces. There are plenty of residential areas, but much of this mansion is dedicated to horticultural equipment. Between the abandoned botanical experiments, the variety of water-powered equipment, and the mysterious tree at the center of the property, nature's influence can be seen throughout the Haunted Towers—unfortunately, nature's usually working against you. You'll find twisting vines blocking your path, carnivorous plants snapping at your heels, and some surprisingly aggressive critters striking when you least expect it. Of course, the ghosts are also determined to hinder you every step of the way. In addition to familiar enemies, you'll face devious Sneakers and Creepers—not to mention a playful Polterpup that has a knack for derailing important business.

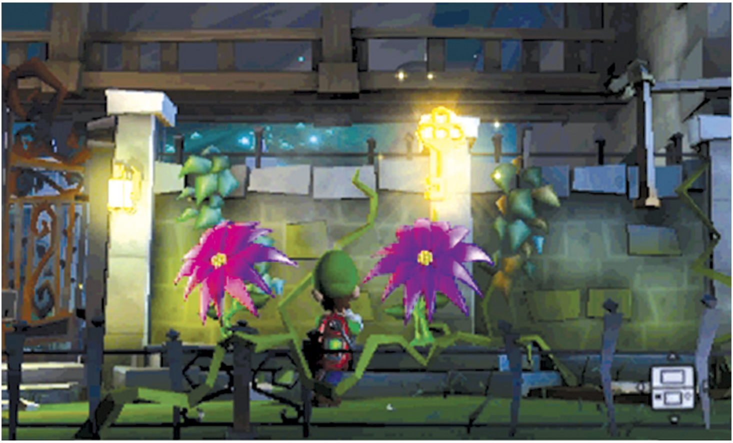
B-1 A Job for a Plumber

Professor E. Gadd's Mission Description

The towers' machinery isn't active. I'm guessing the ghosts broke it already. We need to get the Hydro Generator running before we can search for the next Dark Moon piece.

Investigate the Hydro Generator

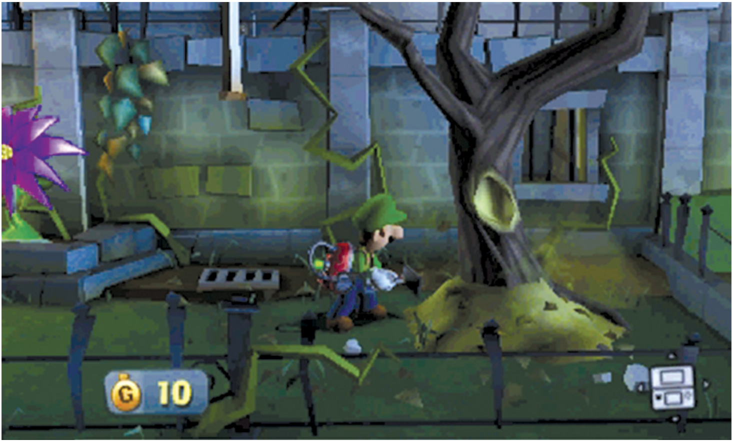




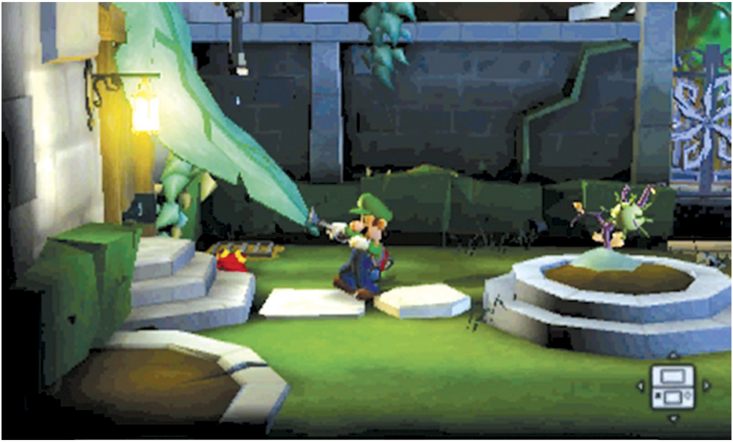
1 When the mission starts, you're transported to the Haunted Towers Entrance. Use the Strobulb to flash the purple flowers along the area. The first two buds contain treasure; the third bud contains a Key.

Key Location

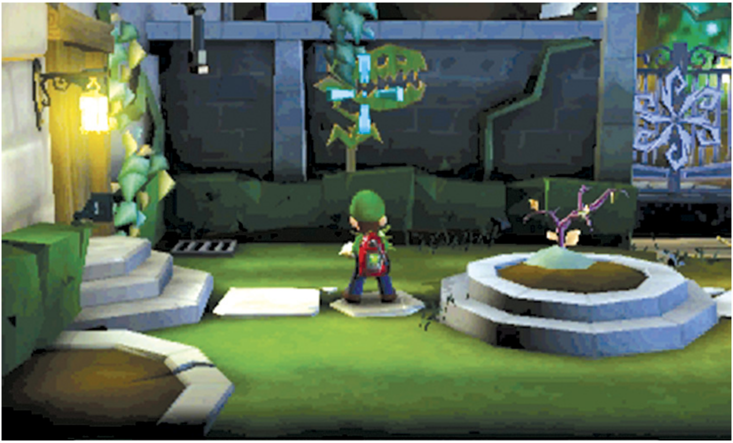
Flash the purple flowers planted along the Haunted Towers Entrance. The flower on the far right contains a Key.



As you approach the tree on the area’s east edge, flash the crows in the branches before they fly off. Vacuum the trash around the tree’s base, then search the tree hole to find a nice treasure stash. Use the nearby window to peek into the Hydro Generator, then unlock the gate at the center of the north wall and head into the Courtyard.



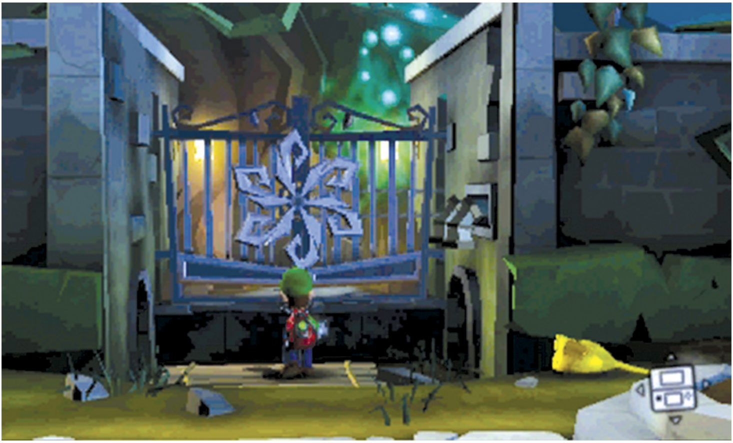
2 During this mission, the Courtyard is full of suspicious objects. When you enter the area, move to the left and deal with the area’s west half. Vacuum the trash pile to reveal a pressure switch, then A-Pull the pipe blockage, the small weeds, and the giant leaf blocking the Tower Lobby door. Retrieve the seed pod (or grab a replacement from the gnarled plant) and repeat the process with the pressure switch on the Courtyard’s east half.



Vacuum the spiked seed pod hanging from the gnarled plant and stand on the pressure switch to reveal a cardboard flytrap. Aim the Poltergust at the flytrap until the reticle appears, then hold L to shoot the seed pod at the target.

Tip

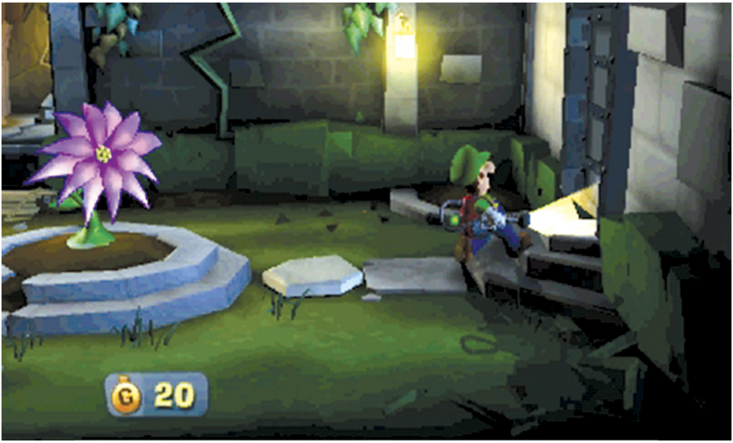
If a flytrap gets ahold of you, repeatedly tap the buttons on the Nintendo 3DS system to free yourself.



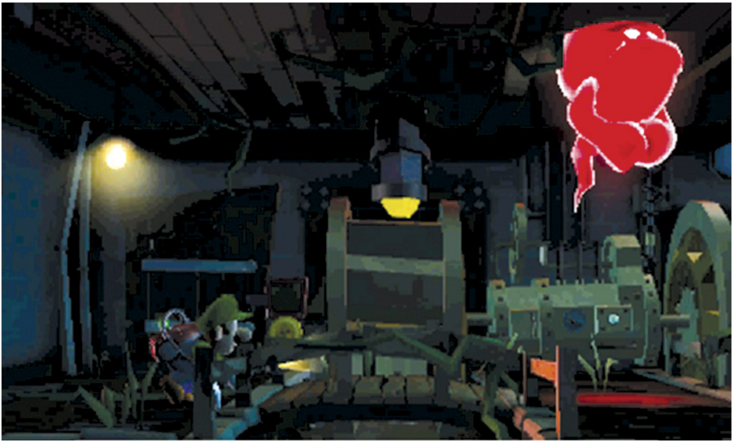
Move to the gate at the Courtyard's north edge. Vacuum the pinwheel mechanism mounted on the bars. As the camera zooms in on your location, watch the for the gold mouse that skitters across the foreground. Turn around and flash the mouse before it vanishes, then resume spinning the pinwheel. When the gate opens, treasure spills into the trench. Collect the treasure and move to the east half of the Courtyard.

Note

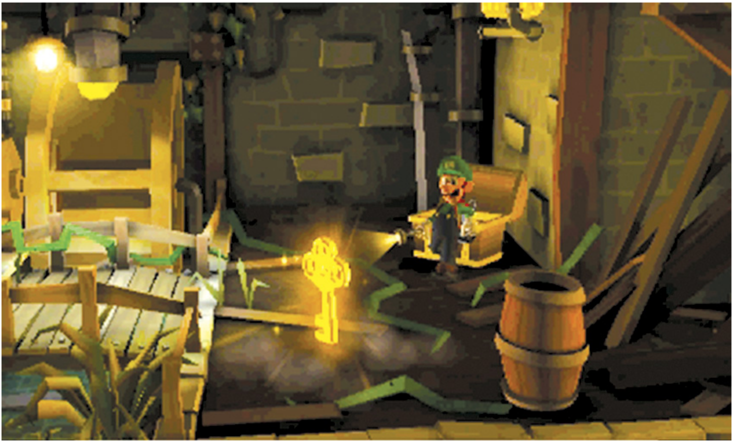
You can't reach the pinwheel gate while the trench is drained.



Complete your search of the Courtyard; flash the purple flower, vacuum the remaining trash pile, and A-Pull any weeds left in the area. When you're ready, enter the Hydro Generator area through the door to the right.



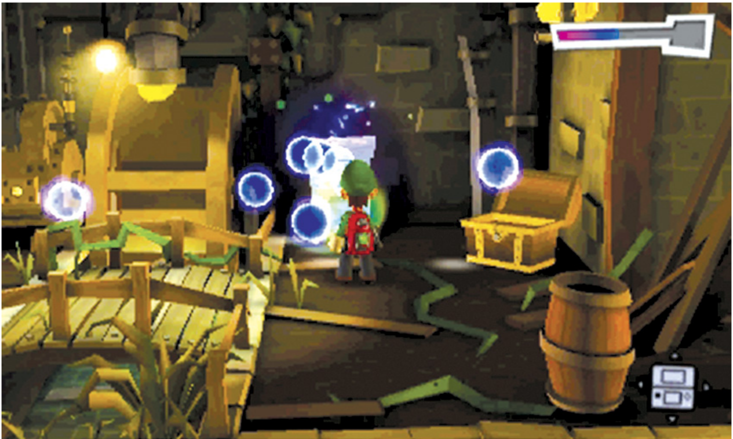
3 When you enter the area a Slammer flees through the ceiling. Check the nearby barrel, then cross the first bridge and inspect the machinery near the center of the room.



Answer the Duel Scream, then cross the second bridge and search the remaining objects. Open the chest near the room's northeast corner to reveal a Key.

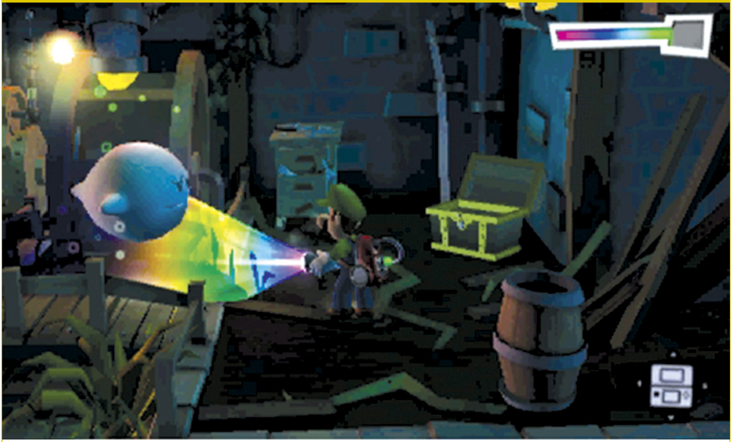
Key Location

Before you leave the Hydro Generator, Collect a Key from the chest near the area's northeast corner.



After you collect the Key, use the Dark-Light Device to reveal the nearby toolbox. Capture the Spirit Balls, then search the tool box to reveal this mission's Boo.

Boo Location

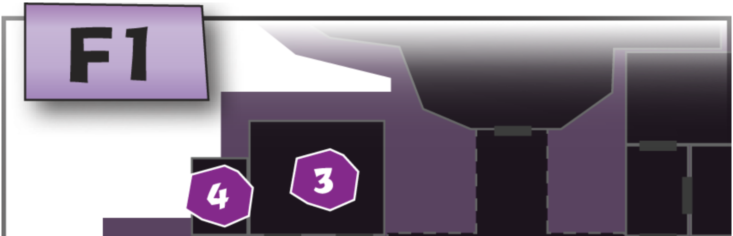


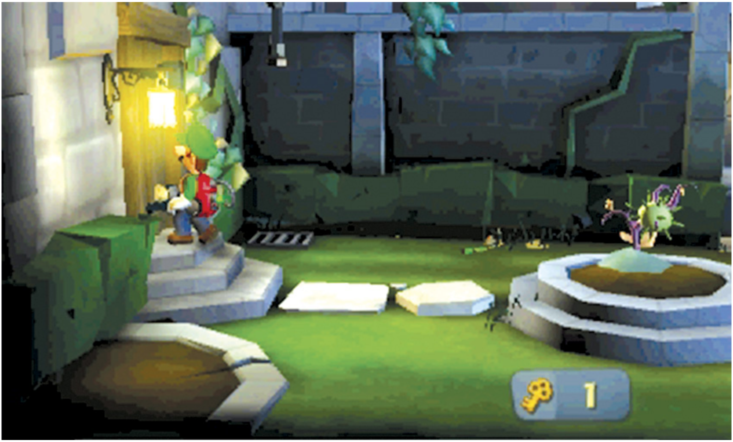
This mission's Boo is in the Hydro Generator area. Use the Dark-Light Device to reveal the hidden tool box in the room's northeast corner. Search the tool box, then use the established tactics to weaken and capture MamBoo.

Note

MamBoo is more durable than the Boos you faced in Gloomy Manor, and future Boo encounters will prove even more difficult. If your first A-Pull doesn't leave a Boo sufficiently weakened, activate the Dark-Light Device and repeat the process.

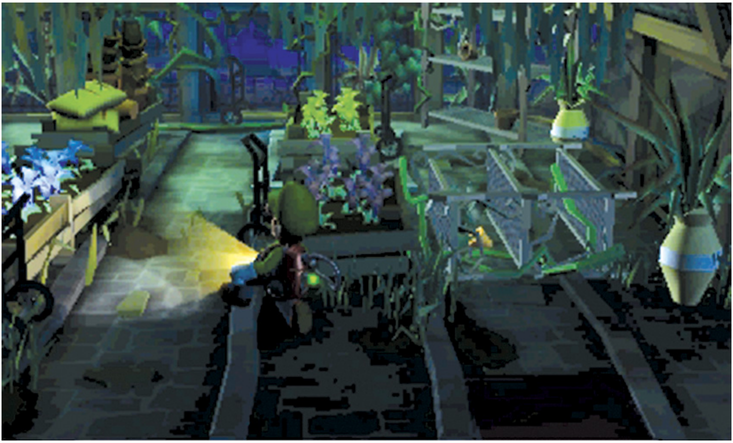
Reach the Plant Nursery



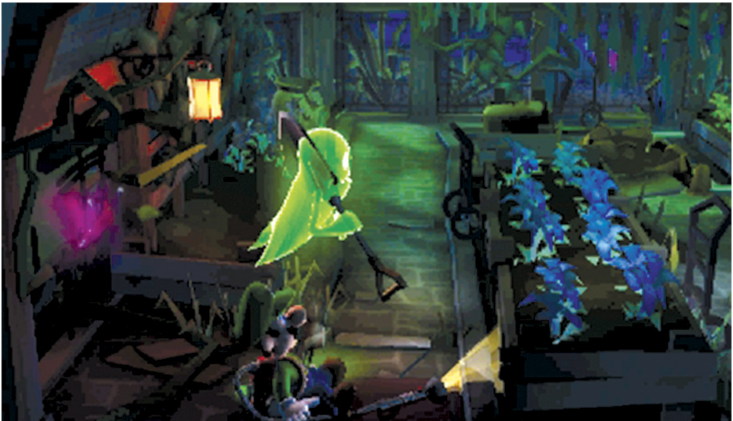


1 Professor E. Gadd wants you to check the Water Supply at the top of the east tower, but it can be difficult to find an open path. Cross the Courtyard and use the Key you found in the Hydro Generator to unlock the Tower Lobby.

2 After you enter the Tower Lobby, face the north wall and use the Dark-Light Device to reveal a door. Before you leave the Tower Lobby, drop down and flash the frogs in the trench, then move to the foreground and vacuum the coins to the left. Use the ladder to climb back up to the area's east half, then head through the newly revealed door to find the Greenhouse.



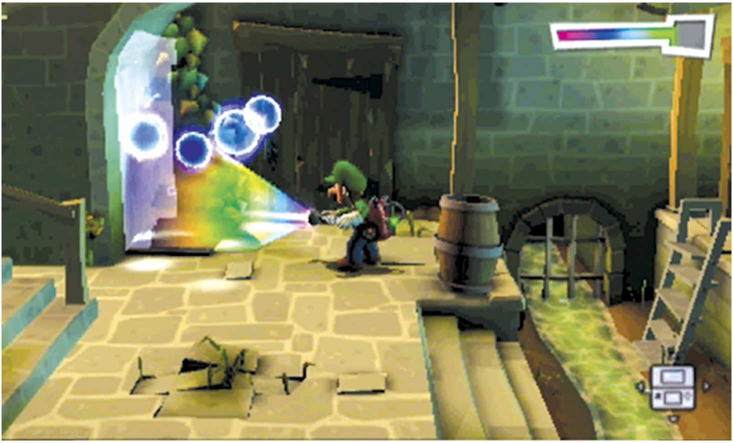
3 As you attempt to move through the Greenhouse, an unseen Greenie knocks obstacles in your path. Follow the available route and search the vases and hand-trucks along the way.



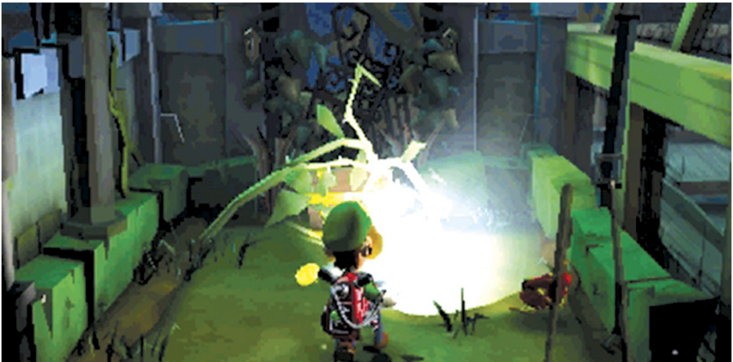
When you reach the end of the path, a shovel-wielding Greenie emerges from the broken window to the left. Dodge its lunging attack, then flash it with the Strobulb before it turns to face you. After you capture this enemy, repeat the process with the two shovel-wielding Greenies that approach from the right. When it's safe, vacuum all the moss in the area to earn some treasure. Peek through the window in the southwest corner, then use the nearby door to reach the Tower Lobby's west half.

Tip

Shovel-wielding Greenies use the tools to shield their eyes from the Strobulb. Flash them just after they attack, or blast them with the Dark-Light Device until they show their faces.



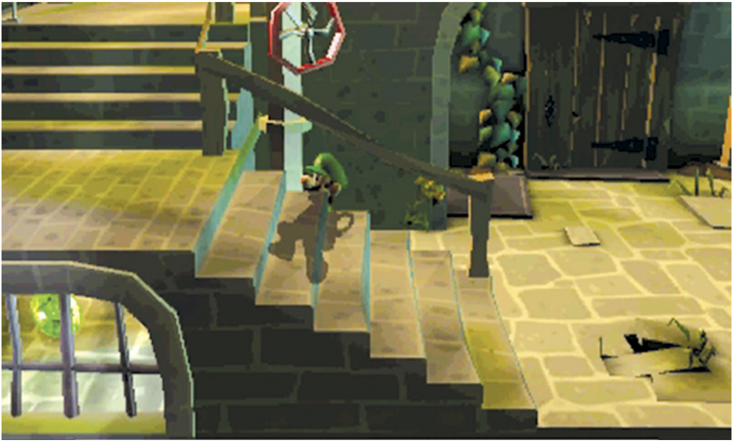
When you step back into the Tower Lobby, face the wall to the left. Use the Dark-Light Device to reveal a hidden door. Head through the door to find a tiny Maintenance area connected to the West Garden you viewed from the Greenhouse.



4 During this mission, the West Garden doesn't offer much of value. Flash the frogs in the area, then return to the Tower Lobby.

Note

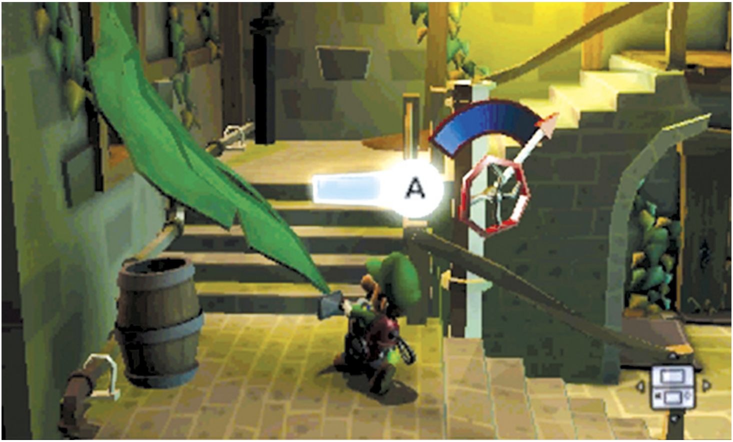
The West Garden contains the Pebble Emerald, but the Gem cannot be collected until you restore water to the Haunted Towers. Remember to visit this area during a later Mission.



Before you climb to level F2, collect the Round Emerald from the small area below the steps. Move between the pipe and the first guardrail to find the hidden opening.

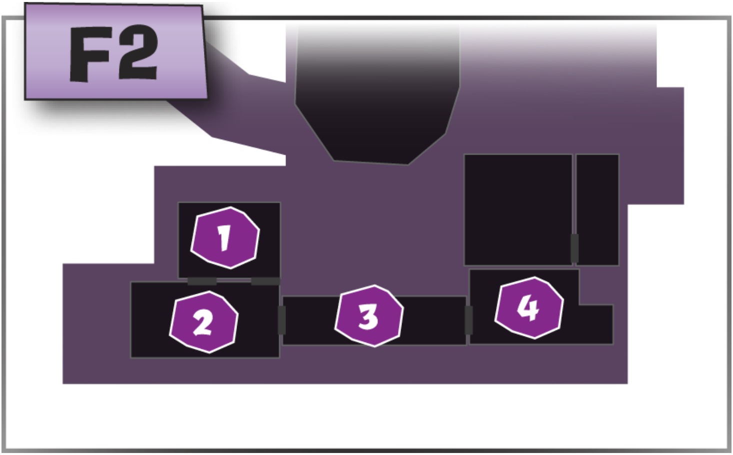
Gem Location

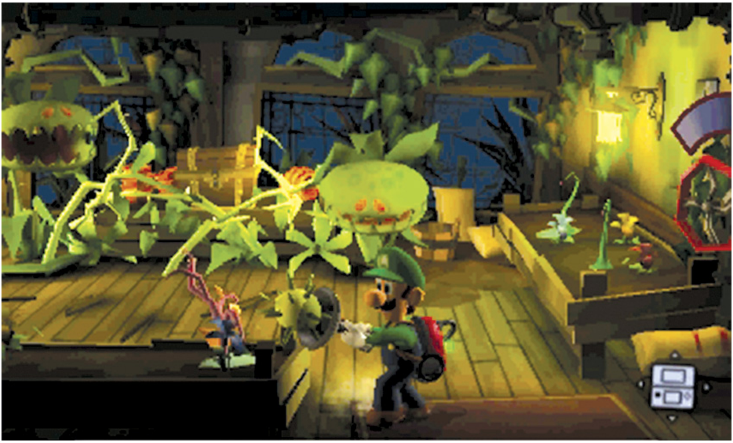
The Round Emerald is hidden below the Tower Lobby steps. Move behind the first flight of steps to find the hidden opening.



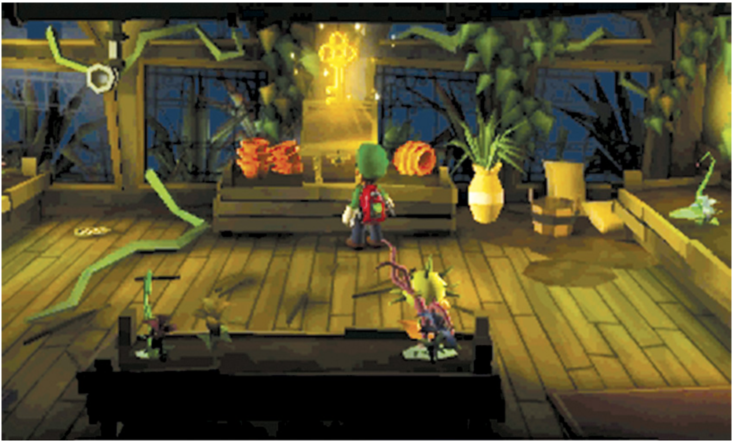
As you move up the steps, search the barrel in the corner and A-Pull the leaf on the wall. Flash the gold bat that flies out of the opening, and watch out for additional bats that might fly down from the ceiling. Vacuum the nearby valve to reveal the Hearts stashed in the pipe, then continue up the steps and enter the Plant Nursery.

Reach the Laboratories





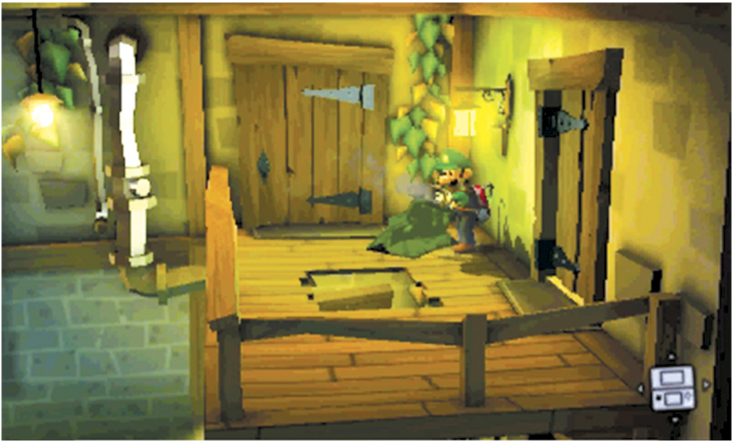
1 When you enter the Plant Nursery, two flytraps are snapping at anything that moves. As you cross the room, move along the room's south edge to stay clear of the carnivorous plants. When you reach the room's southeast corner, vacuum the seed pod hanging from the gnarled plant. Aim the Poltergust at the nearest flytrap; when the reticle appears, hold L to shoot the seed at your target.



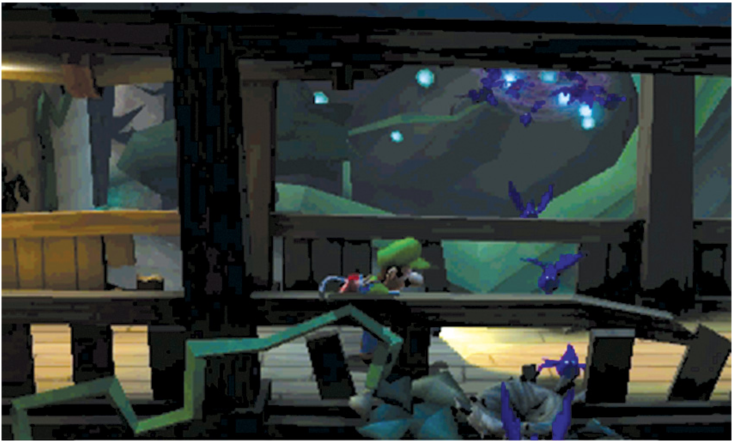
The flytrap swallows the seed pod, chokes, and shrivels away. Repeat the process with the remaining flytrap. When the room is clear, open the chest near the north wall to find a Key. When you're ready, head through the door in the room's southeast corner.

Key Location

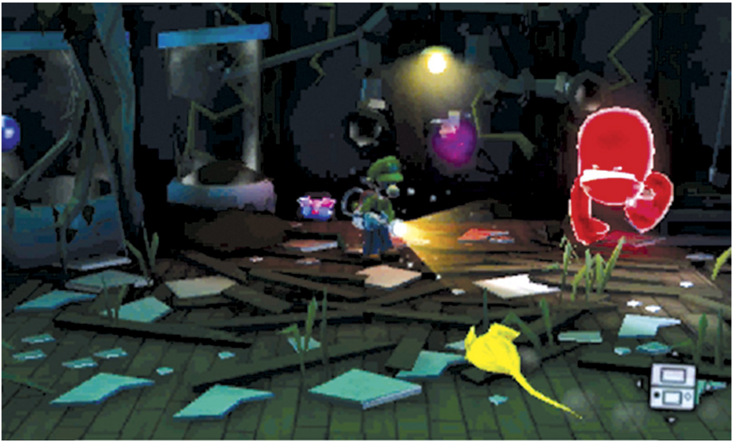
The chest in the Plant Nursery contains a Key. Fire a seed pod at each of the flytraps guarding the area, then open the chest to collect the Key.



2 The rug in the Tower Lobby's F2 level is covering a hole in the floor. Avoid stepping on the rug when you leave the Plant Nursery. Continue through the door to the right to find the Skybridge.



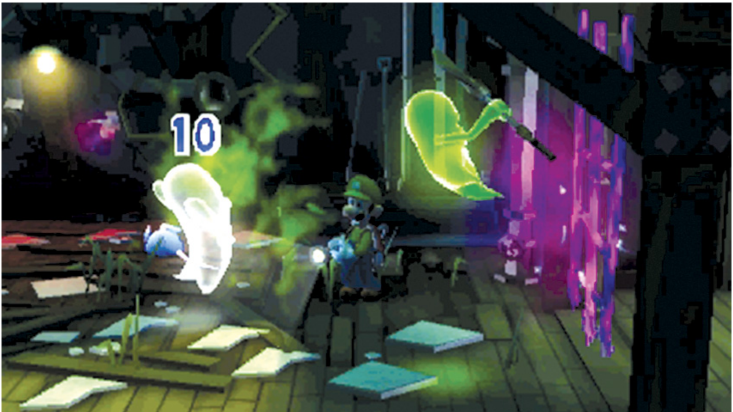
3 As you move across the Skybridge, you must dodge the crows flying across your path. Wait for a large group of crows to fly past, then slip through the gap before the next crow arrives. Repeat the process to move past the second flight path, then use the Key to unlock the door to the Laboratories.

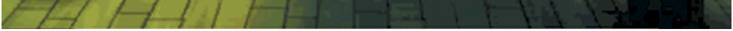


4 When you first enter the Laboratories, the room contains a Slammer and some mice. It's best to flash nearby pests before you attempt to capture the ghost. Use the Strobulb to interrupt the Slammer's attacks until you have enough room to work.

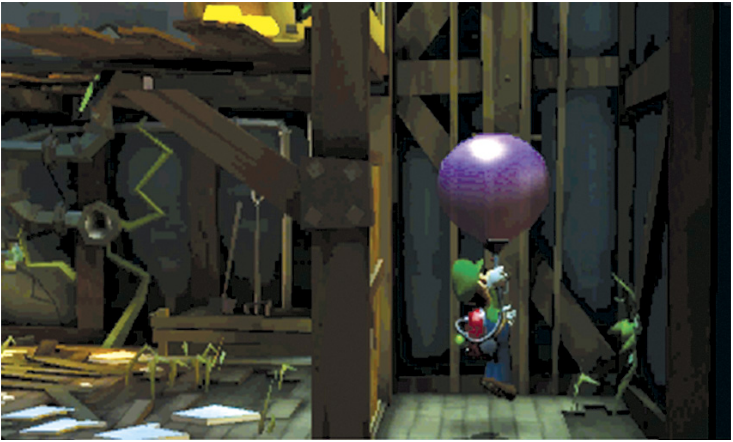
Tip

Make sure you flash the gold mouse before it disappears!





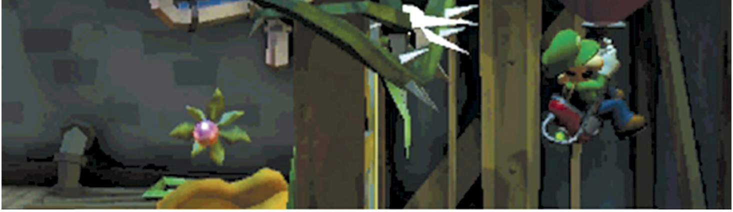
After you capture the Slammer, you must face a group of Greenies, followed by a pair of fresh Slammers. More mice appear throughout the battle, so try to keep the floor clear. Prioritize your targets, and capture multiple ghosts whenever possible.



Peek through the hole in the north wall to see the Botany Lab. Use the Dark-Light Device to reveal the weeds in the room's northeast corner, then A-Pull them to earn some treasure. When you're ready, step into the shaft in the room's southeast corner. Vacuum the purple bulb on the wall, but release R before it vanishes into the Poltergust. Press and hold L to inflate the bulb and float into the air.

Tip

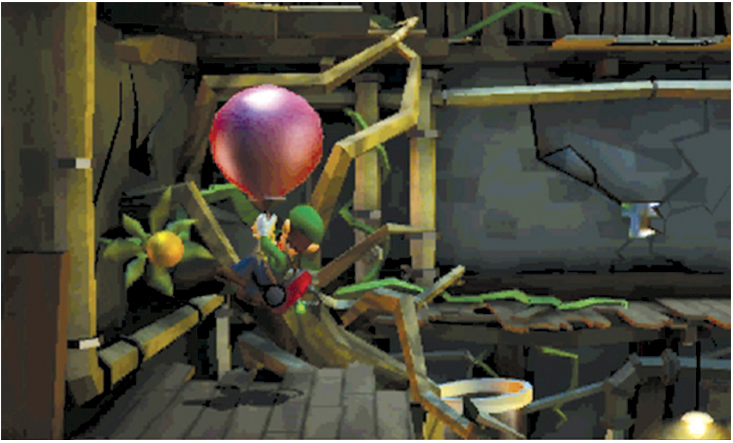
Press L to inflate an attached bulb, and press R to deflate it. To stop using the bulb, hold R until it's pulled into the Poltergust.



You lift off from level F2. As you approach level F4, move to the right and release L to stop your ascent. Tap L to inflate the bulb in short bursts, and carefully slip between the thorns at the top of the shaft.

Caution

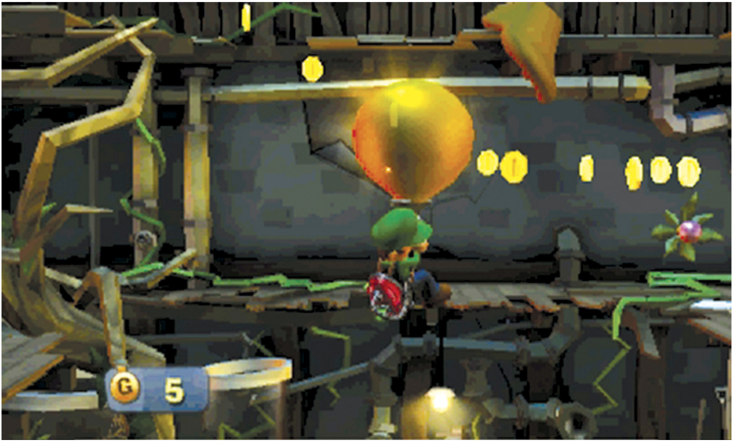
A bulb bursts when it touches a thorn. An accidental rupture can result in a costly fall.



When you reach level F4, drop down from the ledge and use the bulb to control your fall. Touch down on level F3 to find a pile of treasure. Float across the room and use the bulb to lower yourself into the glass tank near the west wall. Hold R to clear the bulb from the nozzle, then vacuum the web inside the tank to collect the Trillion Emerald. When you're ready, use the bulb growing in the tank to float back into the room.

Gem Location

The Trillion Emerald is inside the glass tank near the Laboratories' west wall. Use a bulb to float in through the opening in the top of the tank, then vacuum the web to free the Gem.



Float up to the southwest corner of level F3, to find a gold bulb growing on the wall. Land on the platform and clear the Poltergust's nozzle, then vacuum the gold bulb to reveal a trail of floating coins. Use the gold bulb to follow the trail as it spirals around the room. Collect all of the coins before they vanish to reveal a treasure stash on level F4.

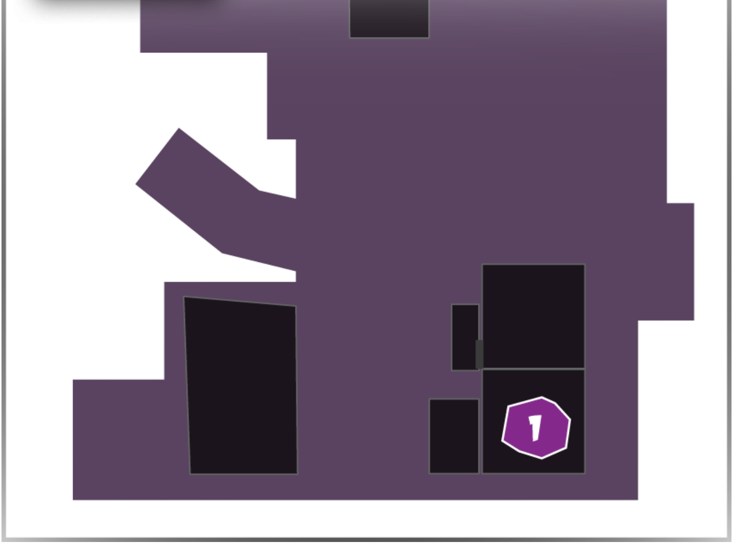
Tip

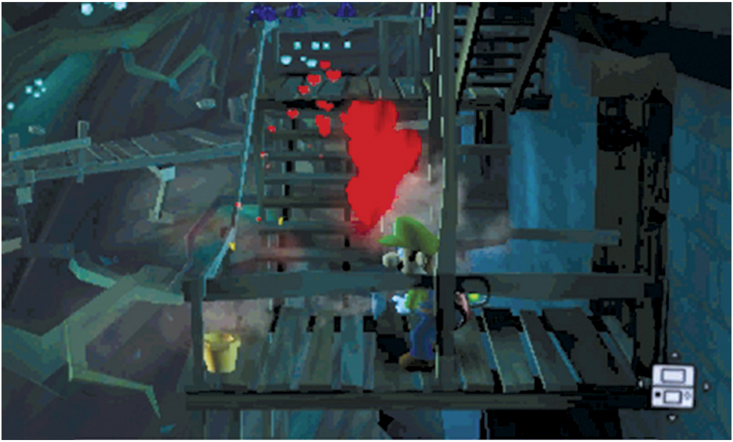
As you follow the trail, stay low to avoid the thorns in the center of the ceiling. You only need to be high enough for the bulb to touch each coin.

Note

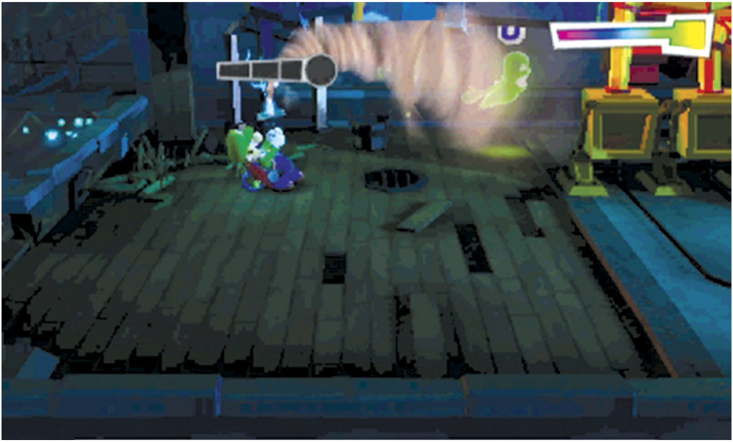
There are three holes in the north wall—one on each floor. If you peek through these holes, you can view the Botany Lab, the Seedling Laboratory, and the Conservatory. However, you cannot view a peephole while a bulb is latched in the Poltergust.

Check the Water Supply

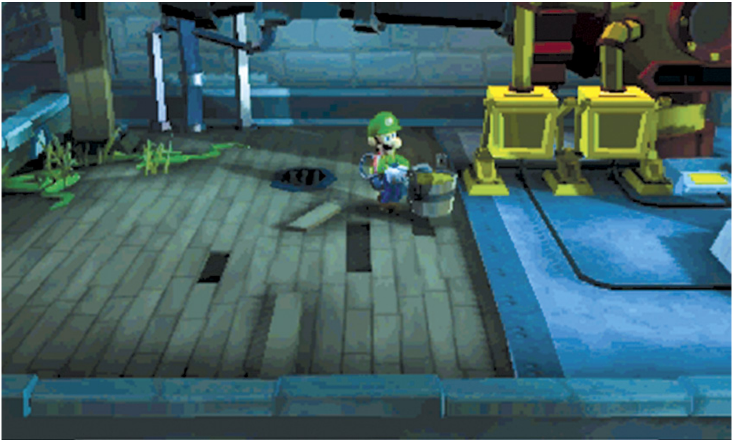




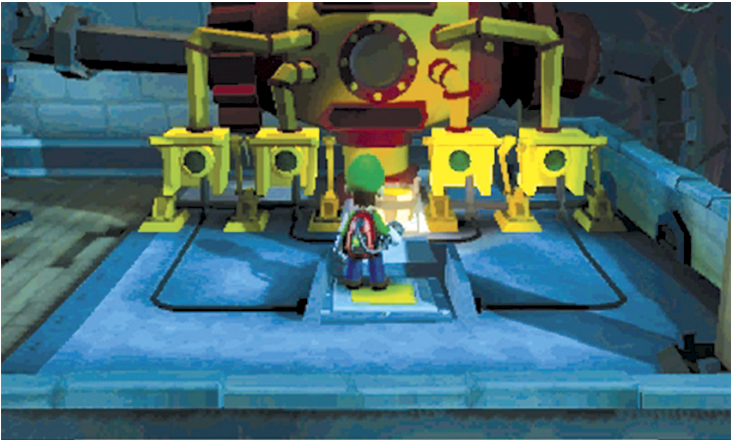
1 When you’re ready, leave through the door on level F4 to find the Water Supply. A-Pull the potted plant to reveal several Hearts, then climb the steps up to the pump.



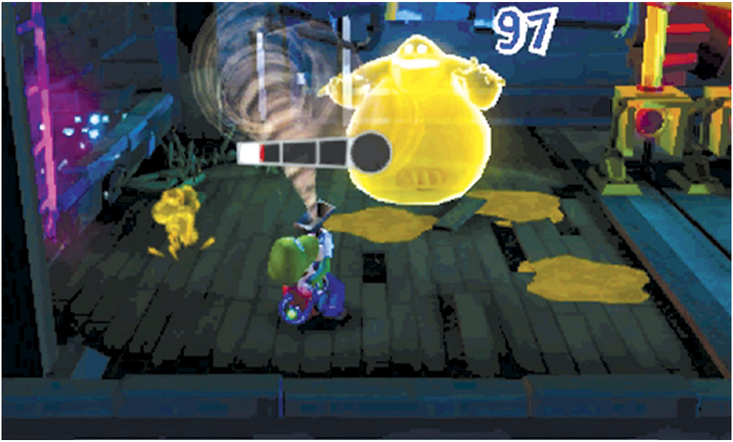
Approach the bucket near the pump to reveal another Greenie. This ghost uses the bucket to shield itself from your Strobulb flashes. Wait for the Greenie to lift the bucket off of its head, then flash the Strobulb and capture the ghost. As you do, take care to avoid the sludge dropping into the drain.



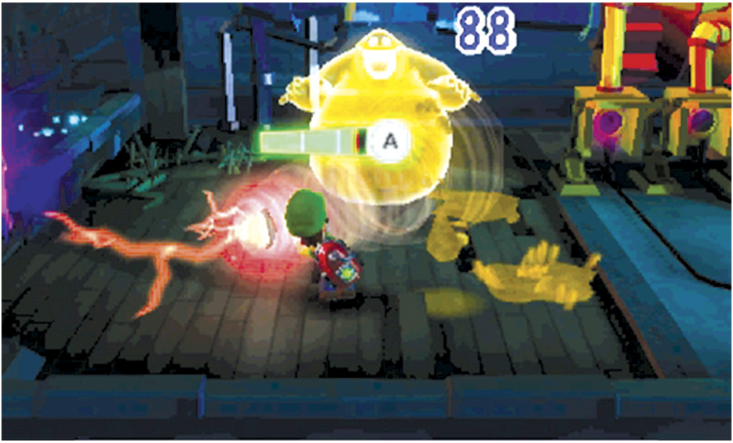
Search the area behind the pump to find some hidden treasure, then vacuum the bucket and carry it over to the drain. Wait for some sludge to drop into the bucket, then carry it over to the right.



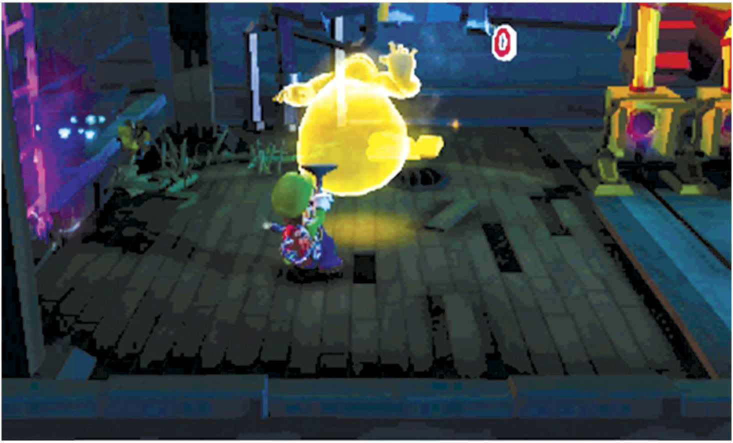
There are two pressure switches in front of the pump. Place the filled bucket on the switch near the pump, then move onto the switch in the foreground. While both switches are triggered, four green circular panels are exposed. Charge the Strobulb and flash all four panels with the wide beam.



After you fix the pump, Professor E. Gadd calls you on the Duel Scream. After the call, a Gobber emerges from the nearby pipe. As you approach the enemy, take care to avoid the sludge puddles scattered around the area. Hit the Gobber with a Strobulb flash, then latch on and pull away to charge your Power Gauge.



Each sludge puddle only lasts a short time, but the Gobber replaces them by spitting fresh sludge directly at you. As the Power Gauge fills, you must avoid both the sludge in the air and the sludge on the ground. The Gobber performs a powerful belly-bump if you get too close, so it's essential to keep your distance. If needed, release your hold on the gluttonous enemy and wait for some of the sludge to vanish.



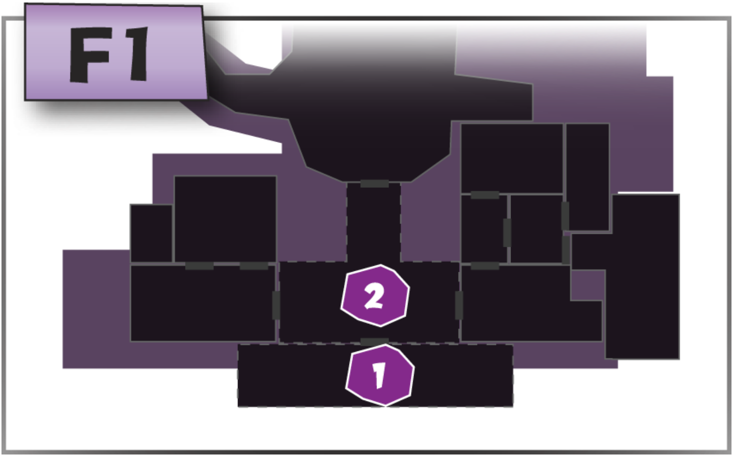
Dodge the Gobber's sludge, and perform an A-Pull each time the Power Gauge fills. Wear down the ghost until it succumbs. After you capture the Gobber, answer the Duel Scream to complete the mission and return to the Bunker.

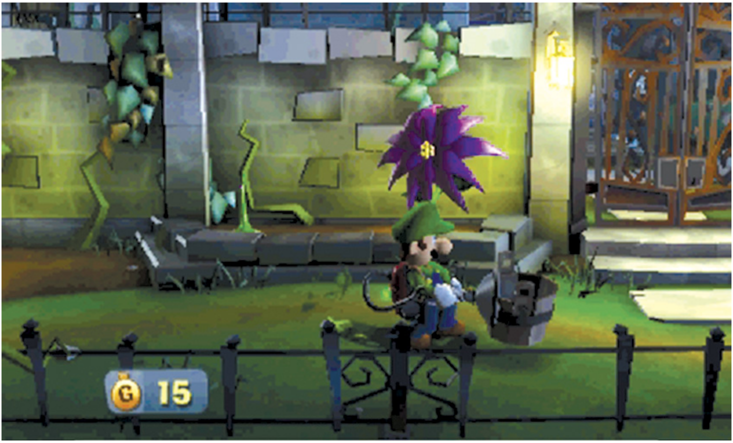
B-2 The Pinwheel Gate

Professor E. Gadd's Mission Description

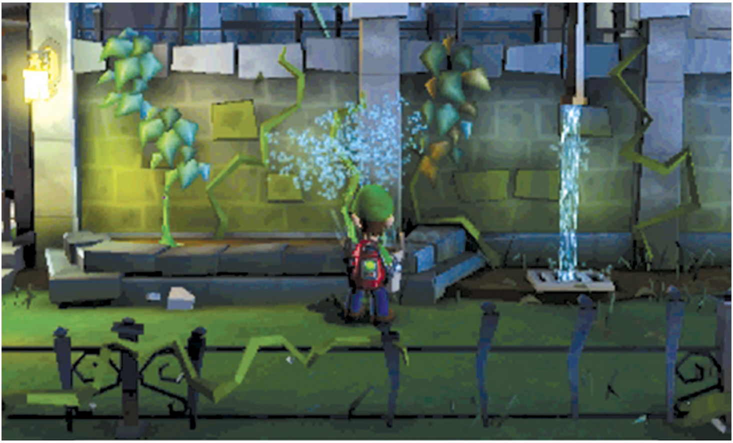
With the water flow restored in the Haunted Towers, we can resume our search for the Dark Moon piece. And now I have a better idea of where it might be!

Reach the Pinwheel Gate





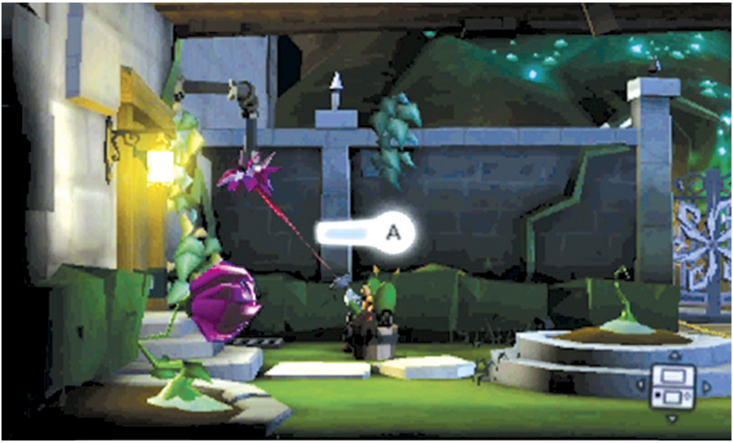
1 When the mission begins, you're transported to the Haunted Towers Entrance. Vacuum the bucket from the nearby flower bed and carry it to the right.



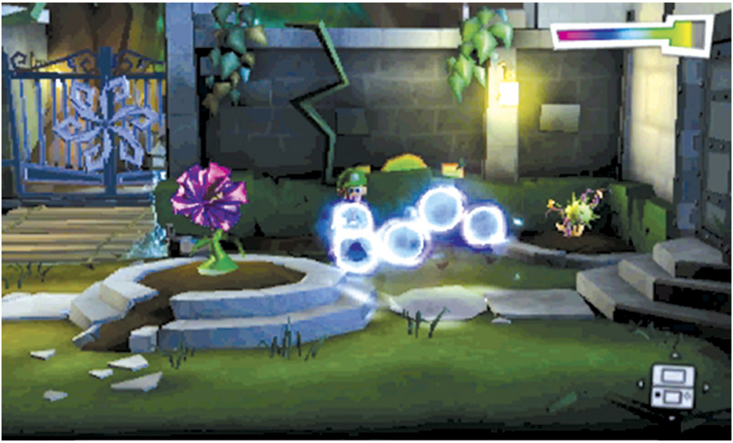
Locate the pipe just past the second flower bed and pass the bucket through the water stream. After you fill the bucket, use it to water the sprouts in each flower bed. Flash all four of the purple flowers, search the area's remaining objects, then head through the gate and enter the Courtyard.

Tip

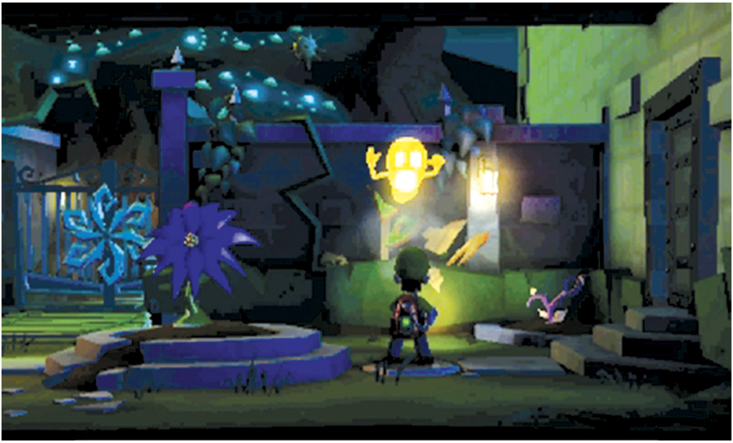
When you search the tree near the area's east edge, a gold bat flies out of the tree hole. Make sure you flash it before it flies away.



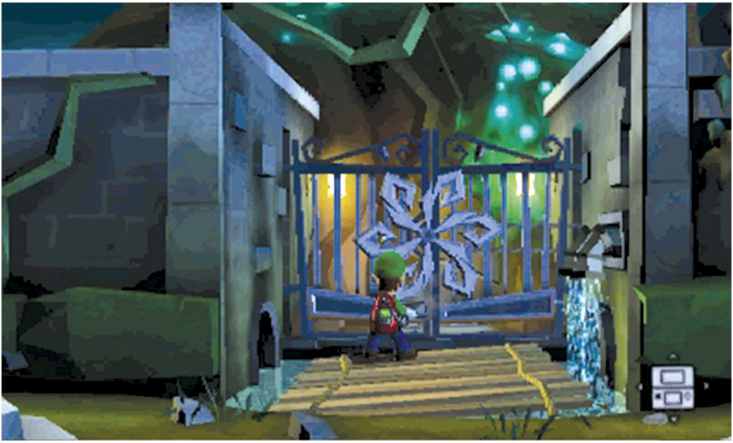
2 Like the Haunted Towers Entrance, the Courtyard contains some undernourished sprouts. Move to the Courtyard's northwest corner and A-Pull the blockage from the pipe. Once the pipe is clear, vacuum the nearby bucket and pass it under the water. Water the sprout in each of the two flower beds, then move to the Courtyard's northeast corner.



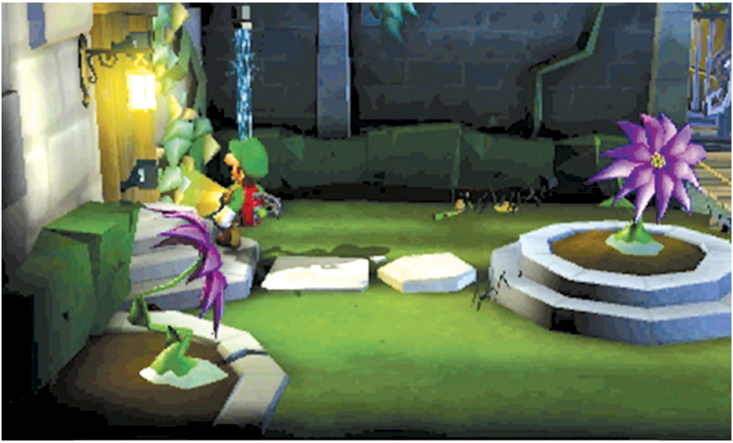
Vacuum the trash pile in the northeast corner to expose another sprout, then use the bucket to water it. The first two sprouts bloom into purple flowers, but the third sprout grows into a gnarled plant. Use the Dark-Light to reveal the missing pressure switch, then grab a spiked seed pod from the gnarled plant.



Step on the newly revealed pressure switch to reveal a cardboard ghost. Shoot the seed pod at the target to reveal a Gold Greenie. Capture the ghost before it escapes, then collect the resulting treasure.

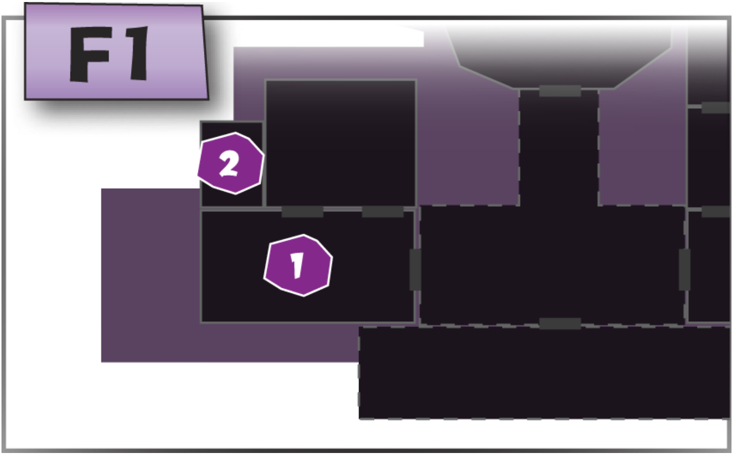


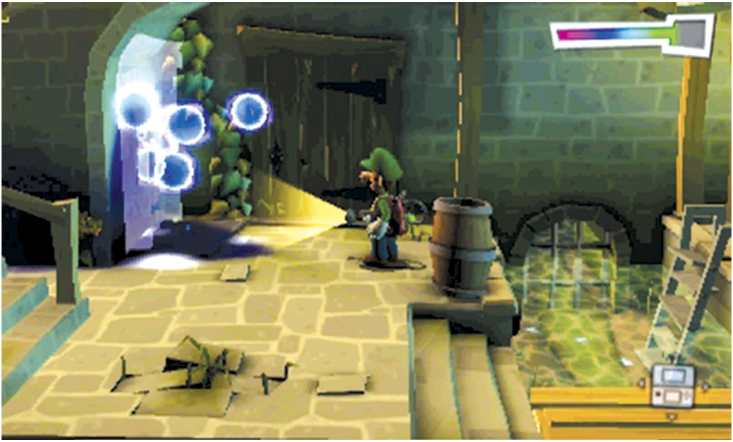
Search the Courtyard for any remaining treasure. Carry a seed pod to the western pressure switch and shoot the cardboard flytrap, then flash any remaining purple flowers. When you're ready, vacuum the pinwheel gate to trigger a cinematic.



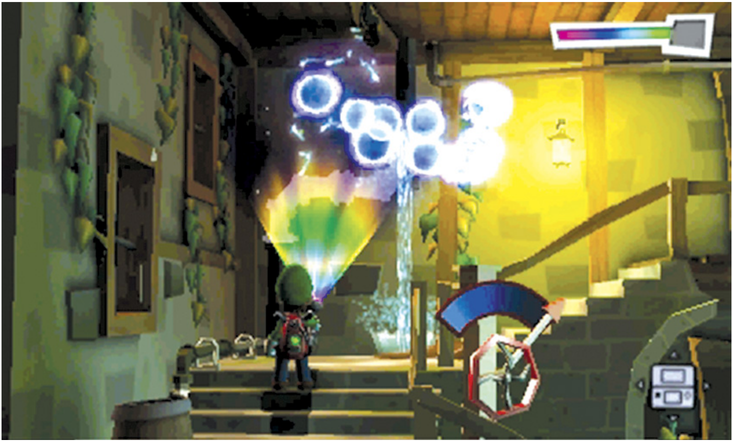
After the Hiders abscond with the pinwheel vanes, you receive a call from Professor E. Gadd. Answer the Duel Scream to receive some new objectives. Before you pursue the Hiders, however, consider a brief visit to the west tower. Use the door to the left to enter the Tower Lobby.

Check the West Garden

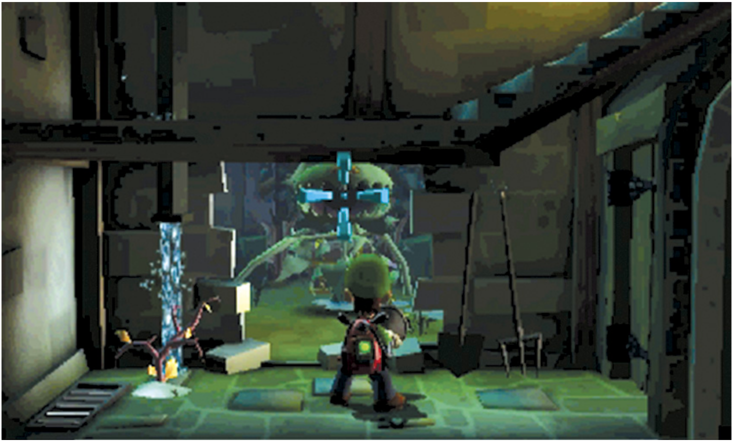




1 Cross the Tower Lobby and use the Dark-Light Device to reveal the hidden door to the Maintenance and West Garden areas. Go up the nearby steps.



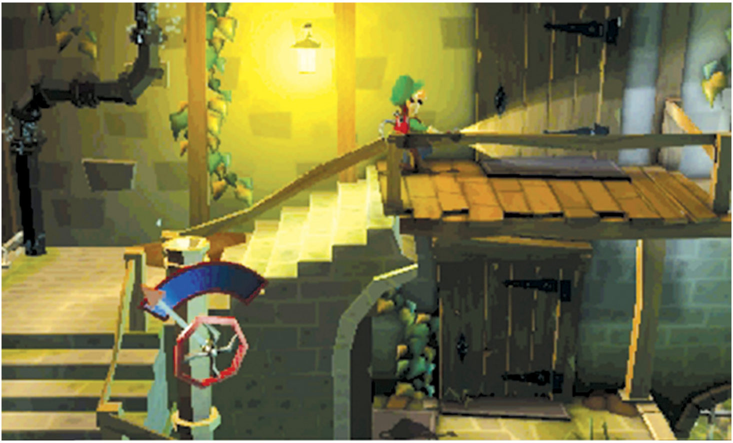
Use the Dark-Light Device to reveal the missing pipe sections halfway up the steps in northwest corner. Once the pipes are in place, the stream of water is redirected to the Maintenance area. Flash the bats on the ceiling and search the nearby objects. Move back down the steps and enter the Maintenance area.



2 Grab a seed pod from the gnarled plant, and shoot it at the flytrap in the West Garden. After the plant withers, open the chest in the West Garden to collect the Pebble Emerald.

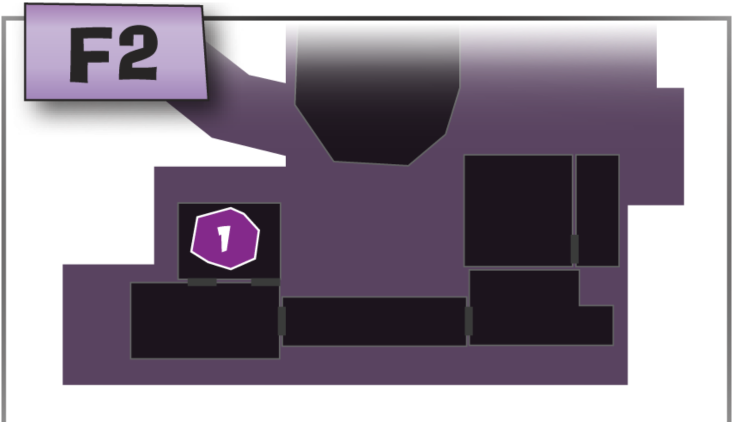
Gem Location

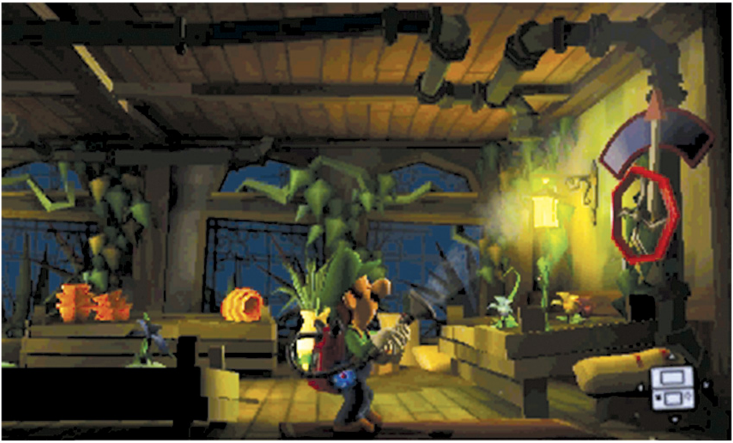
The chest in the West Garden contains the Pebble Emerald. To collect it, you must first defeat the flytrap guarding it. Reveal the missing pipes in the Tower Lobby before you enter the Maintenance area. Shoot a seed pod at the flytrap, then enter the West Garden and collect the Gem.



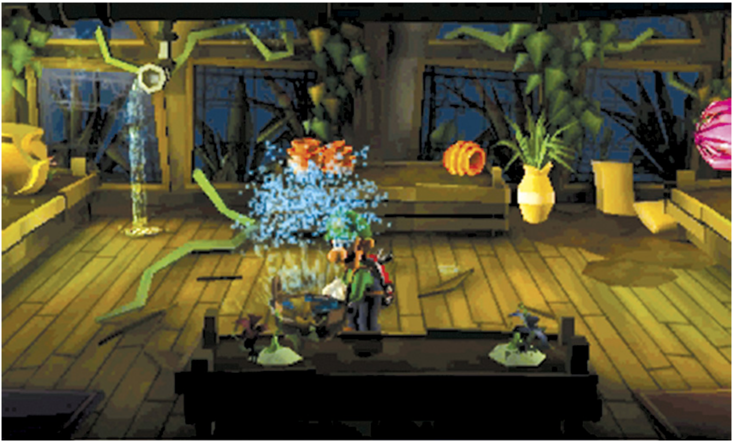
During this mission, the Greenhouse doesn't contain much of value. However, the Plant Nursery has good amount of hidden treasure. Return to the Tower Lobby and enter the door at the top of the stairs.

Check the Plant Nursery





1 The Plant Nursery's flowers are underdeveloped. Vacuum the valve in the southeast corner to bring water into the area.

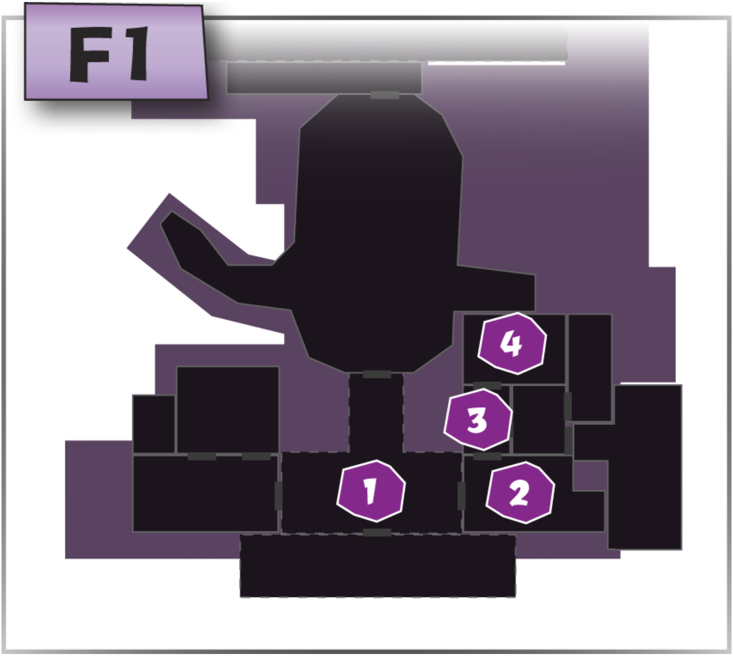


A pipe automatically waters the flower bed along the east wall, but the flower bed in the foreground remains dry. Grab the bucket from the northeast corner, fill it in the northwest corner, and use it to water the sprouts along the room's south edge. Use the Strobulb to flash all four flowers, then collect the resulting treasure. When you're ready, turn back and follow the path through the Tower Lobby and back to the Courtyard.

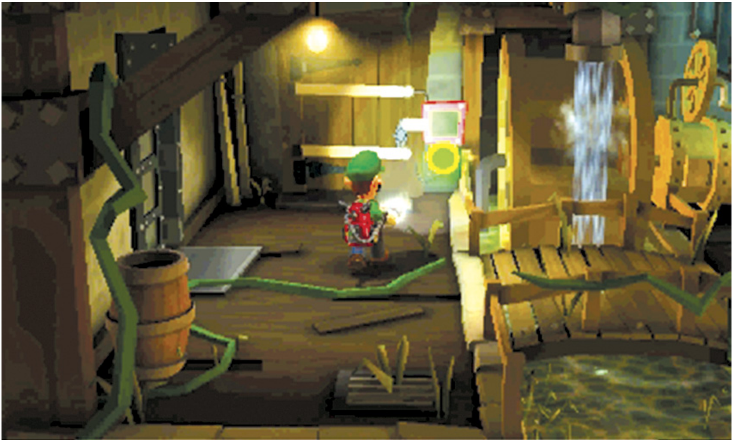
Note

You're free to explore the Skybridge and the Laboratories' F2 level. During this mission, however, these locations don't contain much worth collecting.

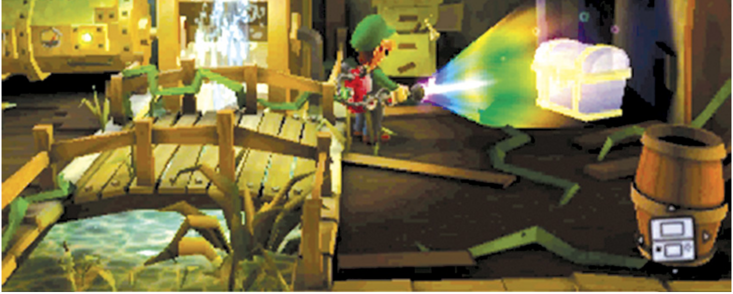
Begin the Ghost Hunt



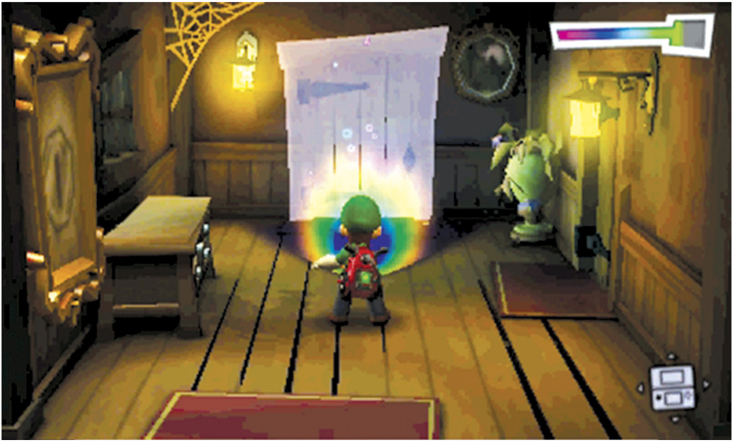
1 Once you're finished in the west tower, it's time to track down the missing pinwheel vanes. Cross the Courtyard and enter the Hydro Generator area.



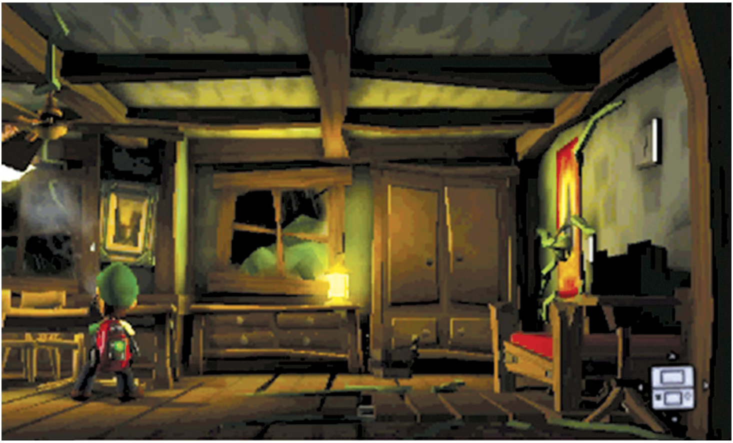
2 Use the Strobulb to flash the green circular panel in the room's northwest corner, but search the rest of the area before you head through the door.



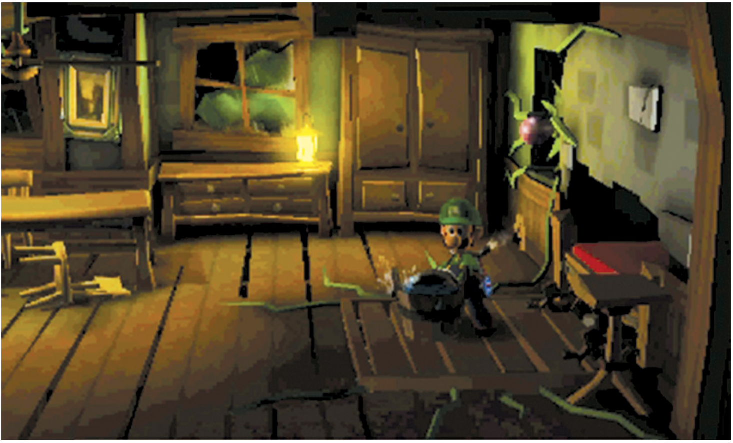
Use the Dark-Light Device to reveal the missing chest in the northeast corner. Search the area's remaining objects, then use the door in the northwest corner to enter the East Hall.



3 When you arrive in the East Hall, three Hiders flee the area. Before you pursue the Hiders heading east, track down the Hider to the north. Use the Dark-Light Device to reveal the door hidden on the north wall. After you capture the Spirit Balls, use the Dark-Light Device to reveal the treasure in the framed sketch. Vacuum the wallpaper in the southeast corner, then use the door on the north wall to enter the Gardener's Dwelling.

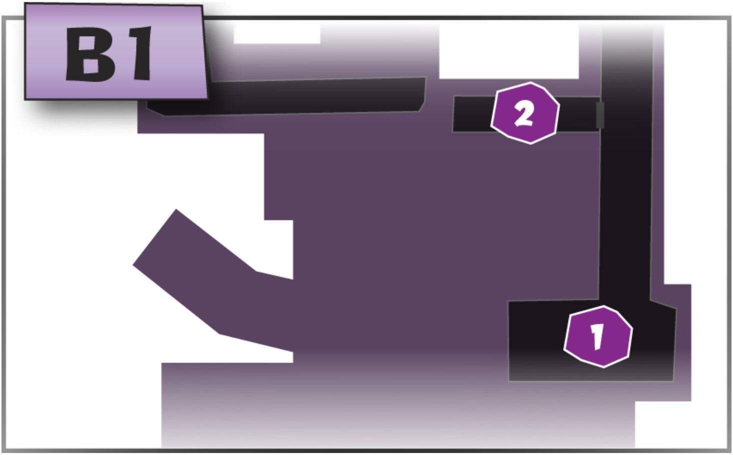


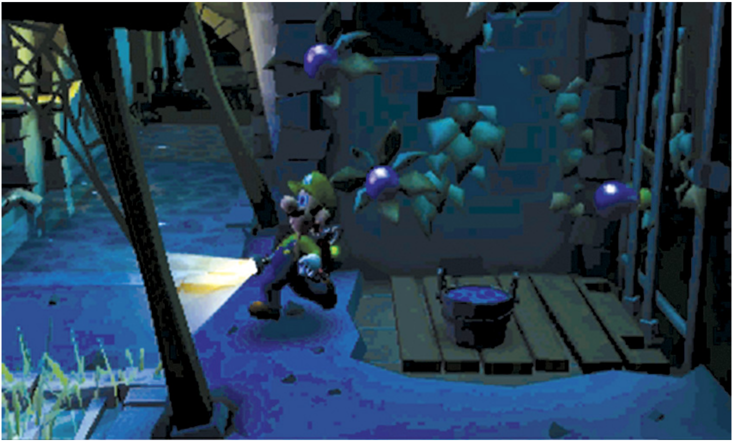
4 Circle the Gardener's Dwelling and search each of the objects in the room. When you reach the cabinets in the northeast corner, a Hider dives through the nearby bed. Vacuum the ceiling fan until the bed retracts into the wall, exposing a hidden panel.



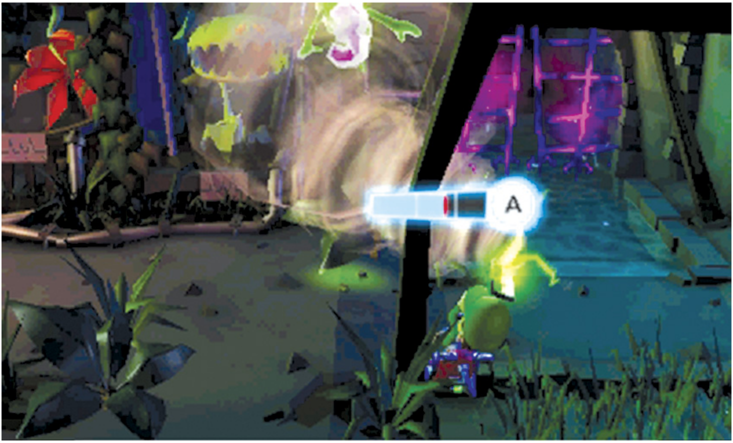
Vacuum the nearby poster to reveal a bulb growing out of the wall, then grab the bucket from the ground. When you carry the bucket onto the floor panel, the extra weight activates a hidden mechanism; guardrails pop out of the floor and the panel carries you down to the Gardener's Lab.

Recover the Vane from the Gardener's Lab





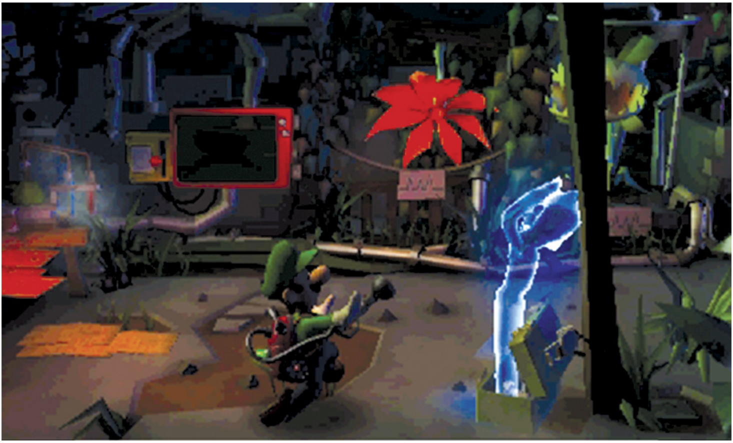
1 When you reach the Gardener's Lab, the lift deactivates. To return to level F1, you must use one of the bulbs growing near the shaft. There are a few ghosts nearby, so be careful as you move through the area.



When you capture the Greenie leaning against the tank, the flytrap smashes through the glass. As you capture the Greenie that tumbles into the room, take care to stay out of the flytrap's range.

Tip

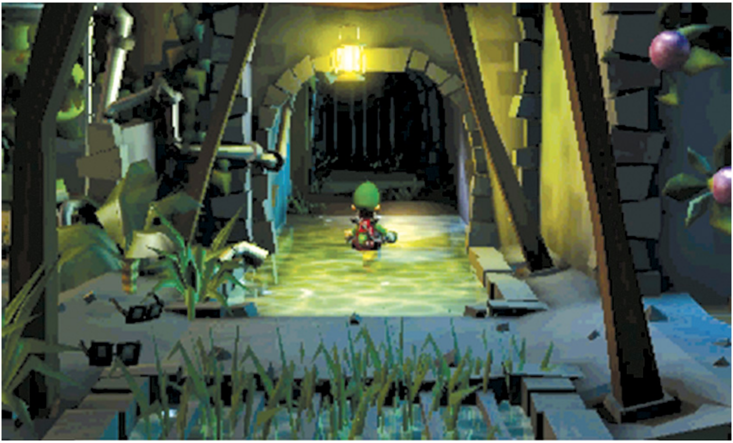
When a Greenie is wearing sunglasses, remember to A-Pull the eyewear loose before you flash your target.



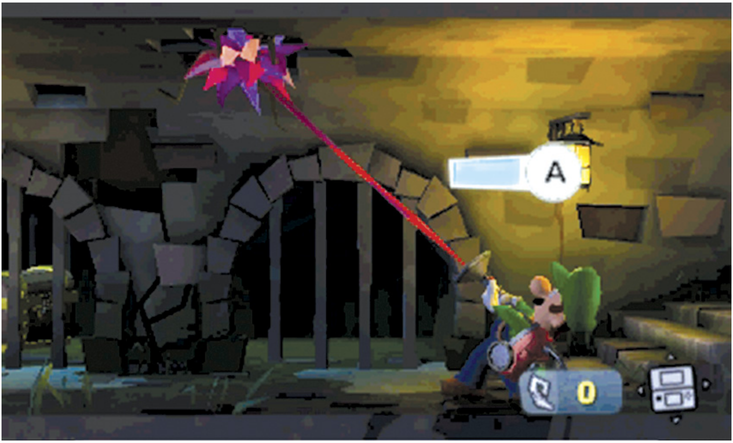
Search the desk and toolbox in the west half of the area. When you find the Hider, capture it to reveal the first pinwheel vane.

Tip

As you collect each pinwheel vane, the Touch Screen displays your progress.

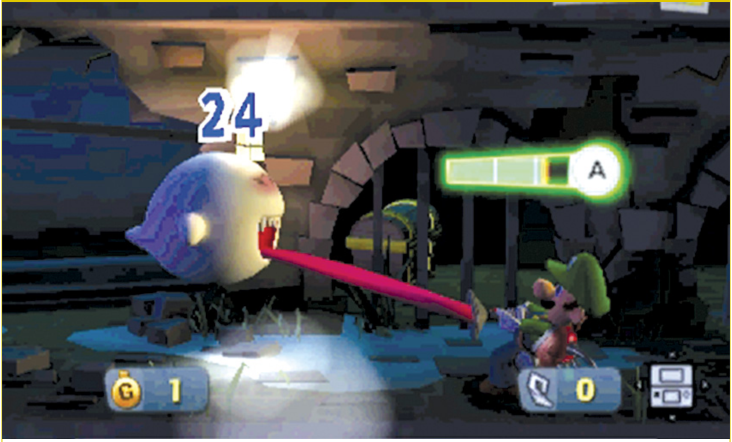


Before you return to level F1, follow the water toward the bars to the north. When you reach the patch of dry dirt, open the door to the left and enter the Sewer.

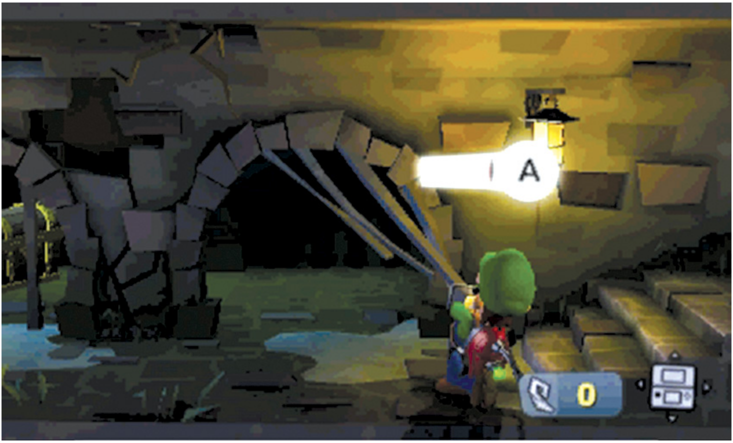


2 In addition to some hidden treasure, the Sewer contains this mission's Boo. Move to the bottom of the steps and A-Pull the purple roots poking out of the ceiling. After the Boo emerges from the opening, capture it and resume your search of the area.

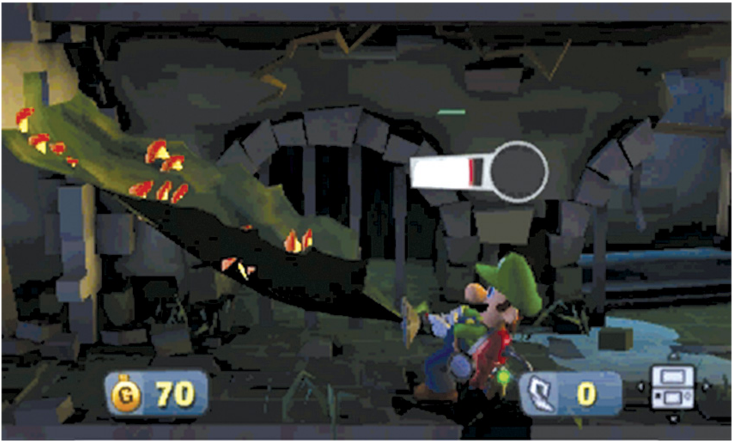
Boo Location



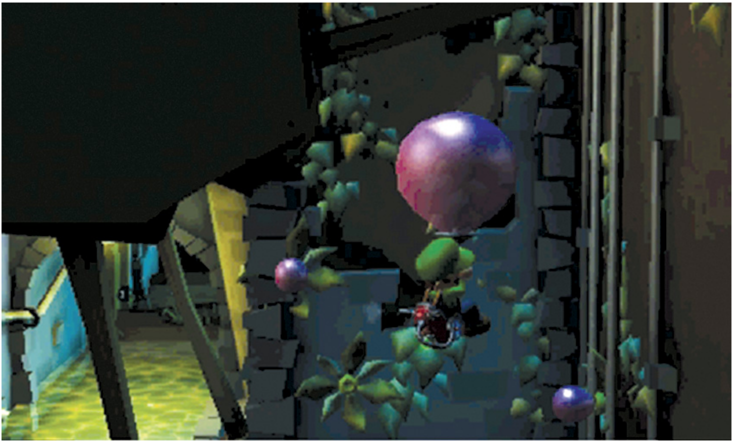
This mission's Boo is located in the Sewer. A-Pull the purple roots hanging near the east end of the Sewer to reveal the Boolean. Use the established tactics to weaken and capture this Boo.



The bars near the steps are fake. A-Pull them out of the arch, or simply walk through them and collect the treasure from the nearby chest.

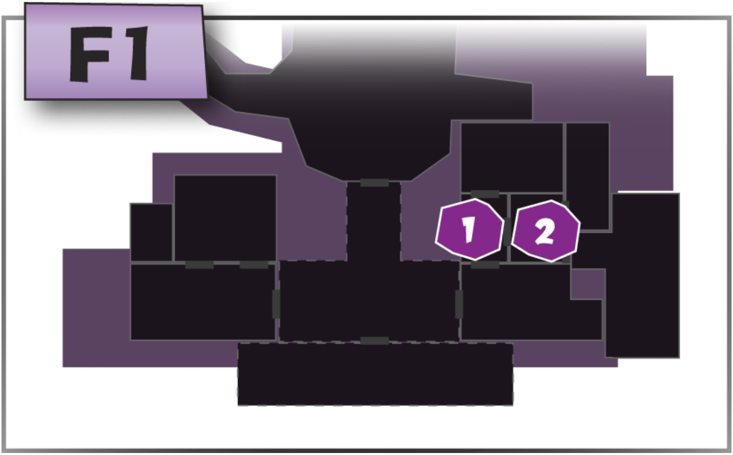


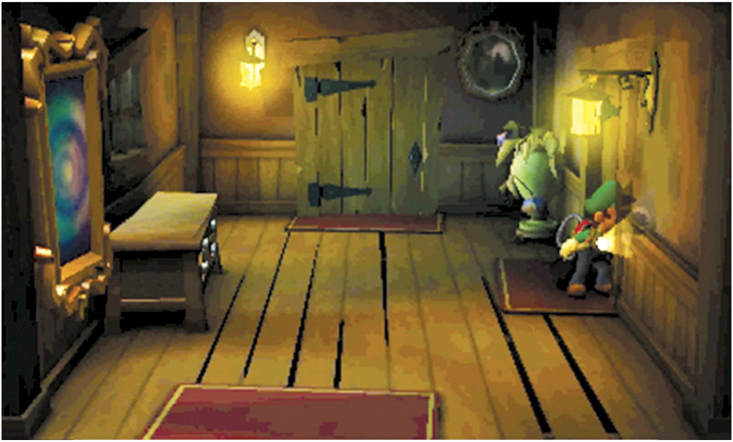
Follow the Sewer to the left to find another cluster of purple roots hanging from the ceiling. A-Pull the roots to reveal more treasure, then A-Pull the nearby wall of mushrooms. Search the rest of the Sewer, then turn around and head back to the Gardener's Lab.



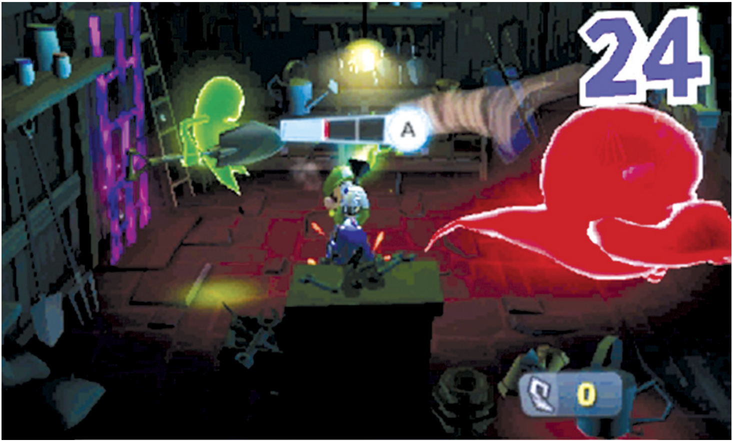
When you're ready to return to level F1, go to the east edge of the Gardener's Lab. Use one of the nearby bulbs to float back up to the Gardener's Dwelling.

Recover the Vane from the Tool Shed

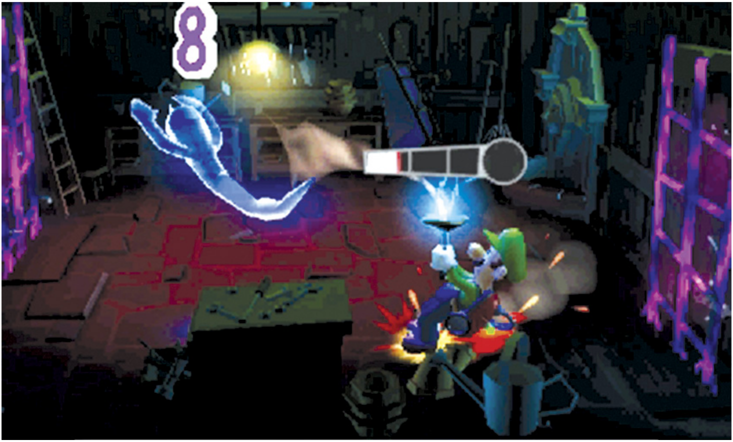




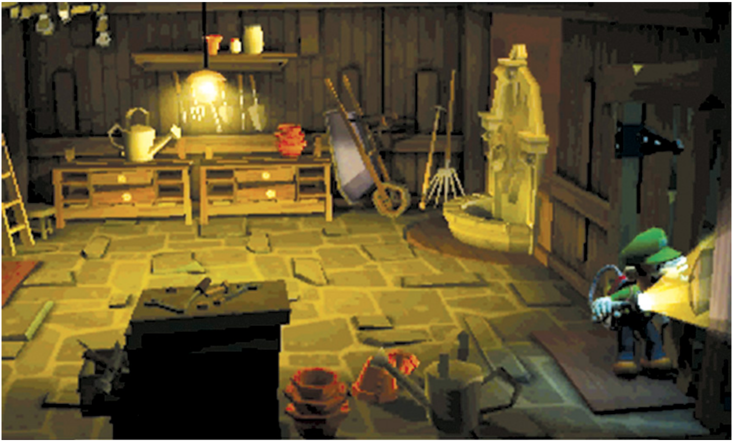
1 Leave the Gardener's Dwelling and return to the East Hall. Head through the door to the right and clear the ghosts out of the Tool Shed.



2 When you enter the Tool Shed, you have the opportunity to sneak up on a distracted Slammer. As you engage this ghost, however, a shovel-wielding Greenie attempts to sneak up on you! As you struggle with the Slammer, make sure you dodge the Greenie's lunging attacks.

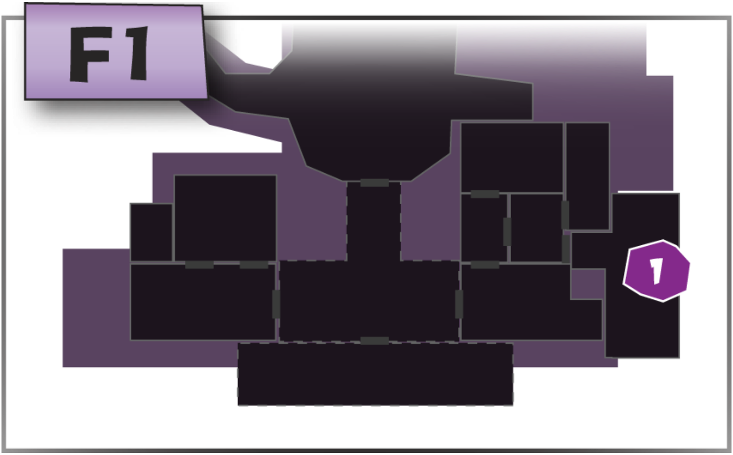


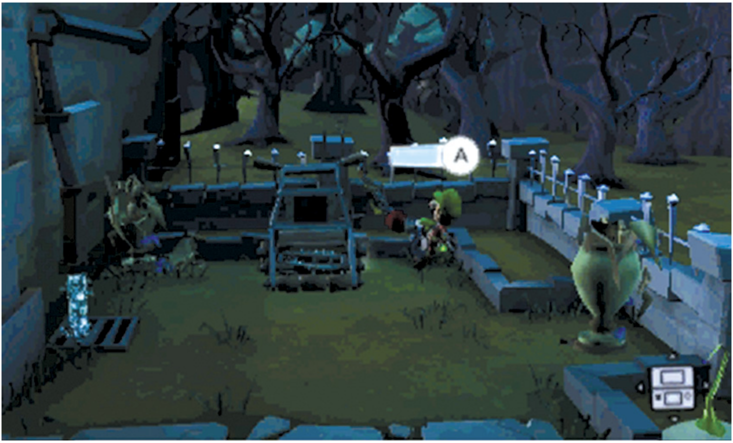
When you capture the Slammer, another Greenie arrives. Clear out all of your attackers, then search the objects around the Tool Shed to find the next Hider. Capture the Hider and collect the pinwheel vane it leaves behind.



The fountain in the northeast corner serves as a secret passage to the Toolshed Stairs. Before you examine the fountain, head through the door at the southeast corner and search the Garden.

Recover the Vane from the Garden

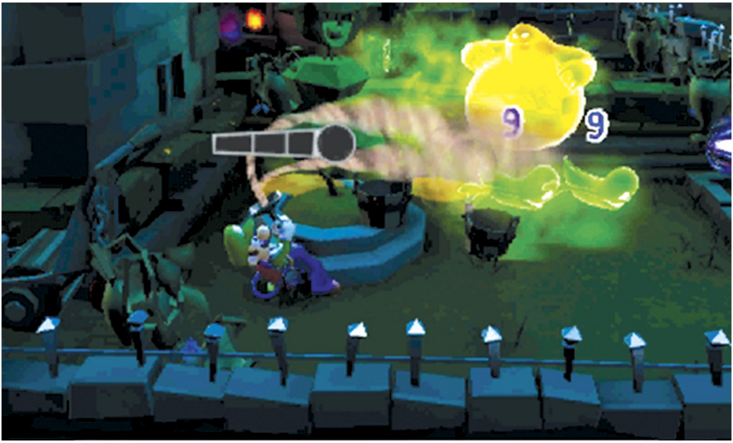




1 When you enter the Garden, a Hider vanishes into the foreground. Move to the Garden's northeast corner and A-Pull the chain dangling from the mower. As the mower moves through the area, it clears a path through the hedge.

Tip

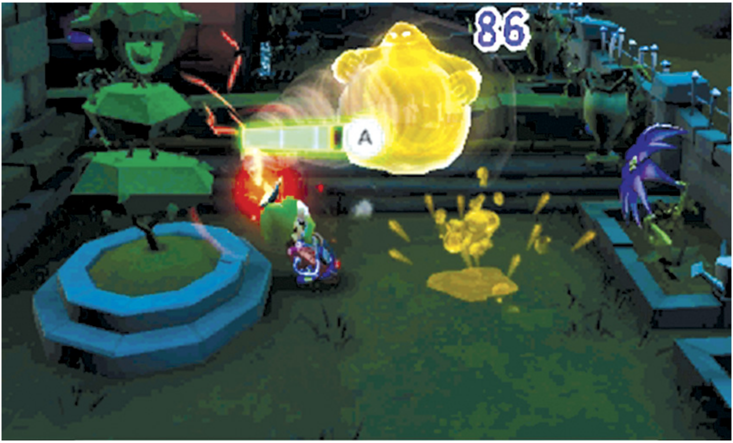
A-Pull the weeds scattered around the area to reveal a small amount of treasure.



Follow the mower to the south and scoop up the trail of coins it leaves behind. After you pass through the hedge, a Gobber and two bucket-wearing Greenies appear behind you. Take cover behind the tree sculpture and wait for the Greenies to approach. Wait for a Greenie to lift its bucket, then flash it and capture it before it recovers.

Tip

Try to capture these weaker enemies without moving into the Gobber's attack range.

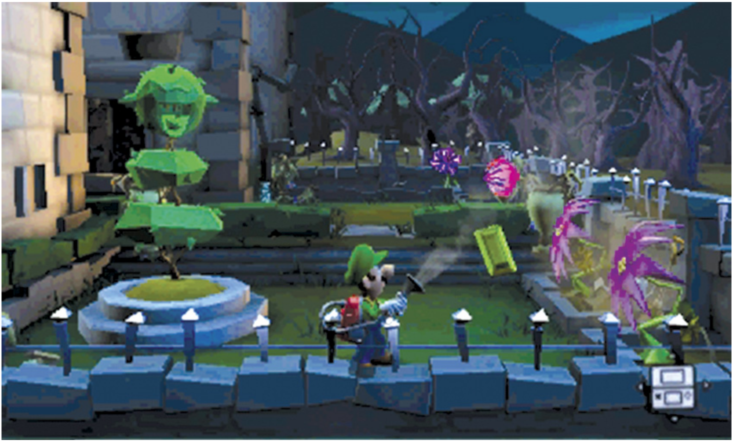


When you capture both Greenies, move the buckets off to the side and deal with the Gobber. Stay behind the tree until the ground is relatively clear of sludge puddles, then run in and flash the enemy. Latch on, and dodge the Gobber's attacks until it succumbs to the Poltergust.

Tip

It's better to retreat than to take unnecessary damage. If you can't find a safe space between sludge puddles, release the Gobber and wait for the ground to clear up.

After you deal with the Gobber, search the nearby vases to find the Hider. Capture the Hider, then collect the pinwheel vane it leaves behind.

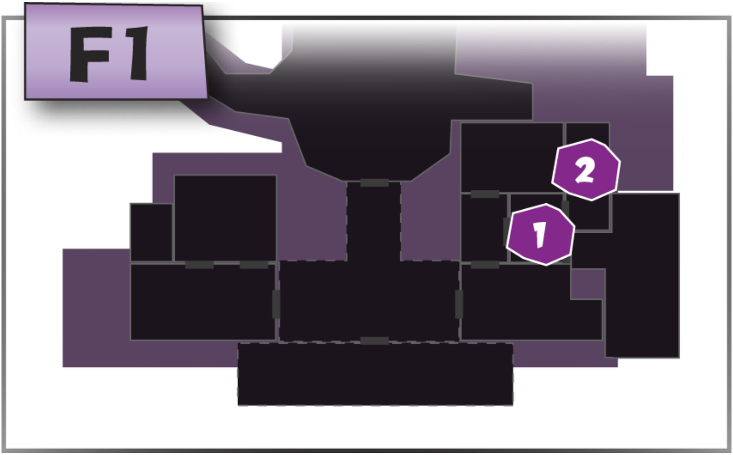


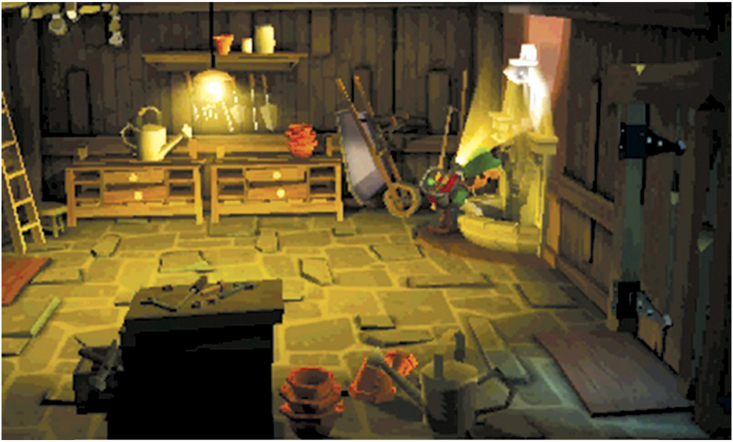
When the area is clear, grab one of the buckets left by the Greenies and fill it at the pipe to the north. Water the sprouts along the Garden's perimeter, then use the Strobulb to flash the resulting purple flowers. Most of the flowers contain treasure, but the flower in the Garden's southeast corner contains the Baguette Emerald. When you're ready, move back into the Tool Shed.

Gem Location

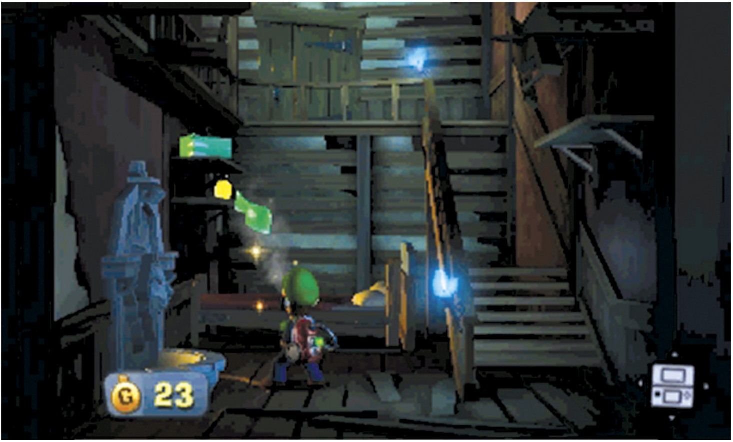
The Baguette Emerald is located in one of the Garden's flowers. Water the sprout in the southeast corner. When the flower buds, flash it with the Strobulb to reveal the Gem.

Find the Botany Lab

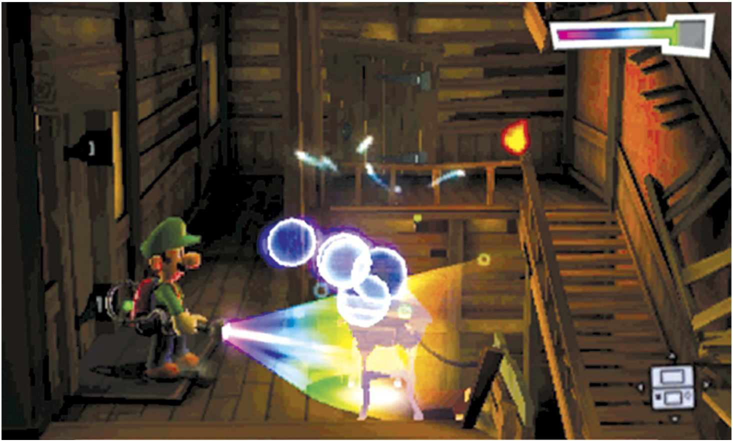




1 Investigate the fountain in the Tool Shed’s northeast corner to find the secret passage to the Toolshed Stairs.



2 When you first enter the Toolshed Stairs, a ghost is manipulating the steps. Vacuum the treasure down from the shelves, then stand at the base of the stairs. Wait for the clustered steps to approach, then hop on and walk up toward level F2. As you do, adjust your pace to keep from falling off the moving steps.

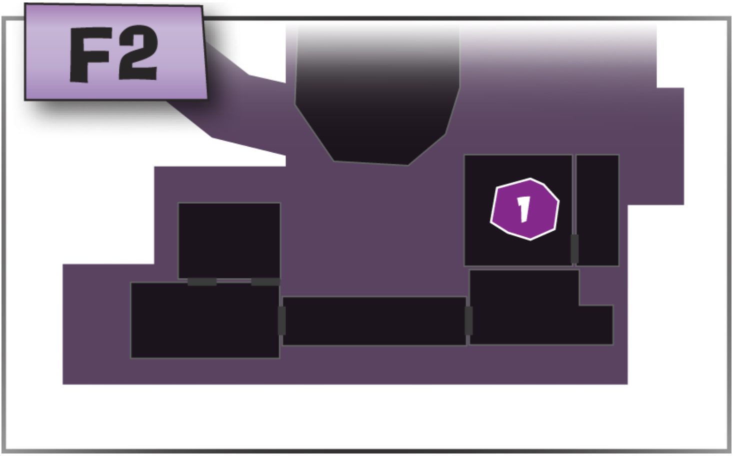


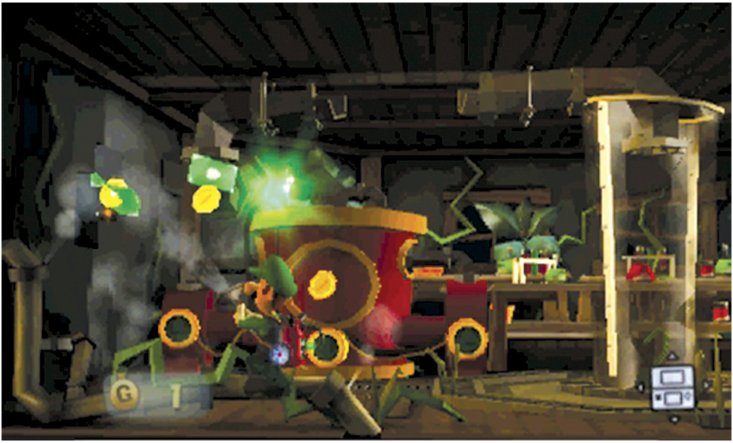
When you reach the top of the steps, a Greenie reveals itself. Capture the ghost, and follow the walkway as it circles the room, then use the Dark-Light Device to reveal a small table at the end of the path. When you're ready, enter the door to the left to find the Botany Lab

Caution

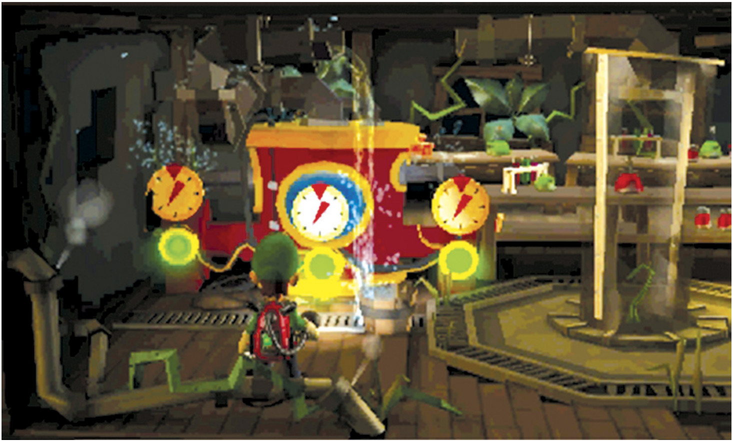
When you reach level F2 of the Toolshed Stairs, avoid the door on the north wall! This false door slams into anyone who attempts to open it.

Find the Seedling Laboratory

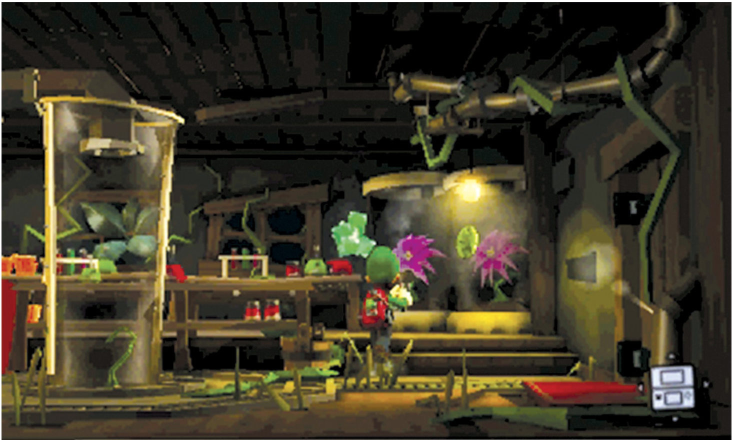




1 Cross the Botany Lab and stand in front of the room's water pump. Vacuum the nearby poster to reveal a stash of treasure. When you're ready, move back to the right and vacuum the bucket from the shelves behind the glass tank.



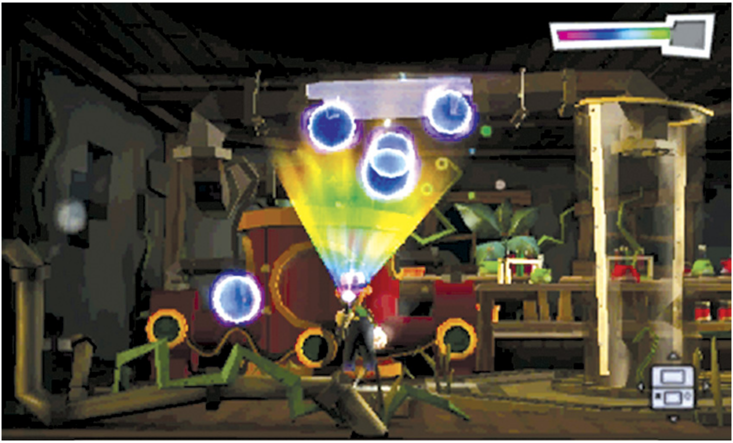
Move back in front of the water pump and look for the gap in the pipe above you. Place the bucket under gap, just to the right of the water pump's central circular panel. Use the Strobulb to flash all three green circular panels. The water spills out of the gap and drops into the bucket.



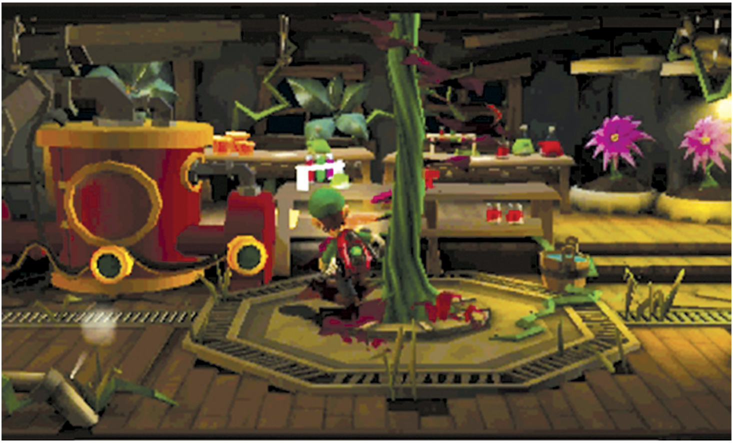
Carry the bucket to the Botany Lab's northeast corner and water the sprout near the purple flower. When the bud appears, flash both flowers with the Strobulb to reveal some treasure and the Football Emerald.

Gem Location

The Football Emerald is located in one of the Botany Lab's flowers. Fill the bucket at the water pump, then water the sprout in the room's northeast corner. Flash the resulting flower to reveal the Gem.

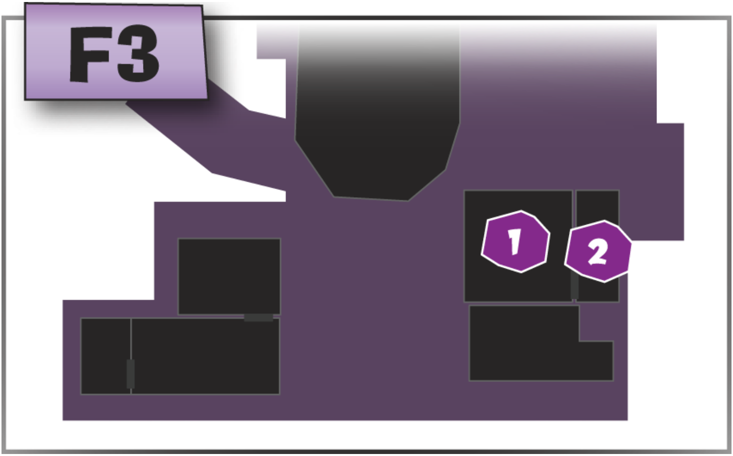


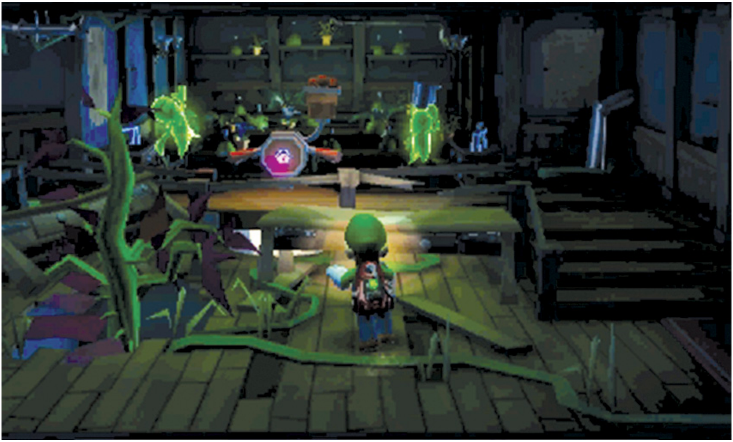
Check the area behind the water pump to find a hidden treasure stash, then search the room's remaining objects. Use the Dark-Light to complete the pipe above the water pump, then flash the three green circular panels to fill the nearby tank with water.



Wait for the plant to burst out of the tank and through the ceiling, then climb its leaves up to the Seedling Laboratory.

Recover the Vane from the Seedling Laboratory

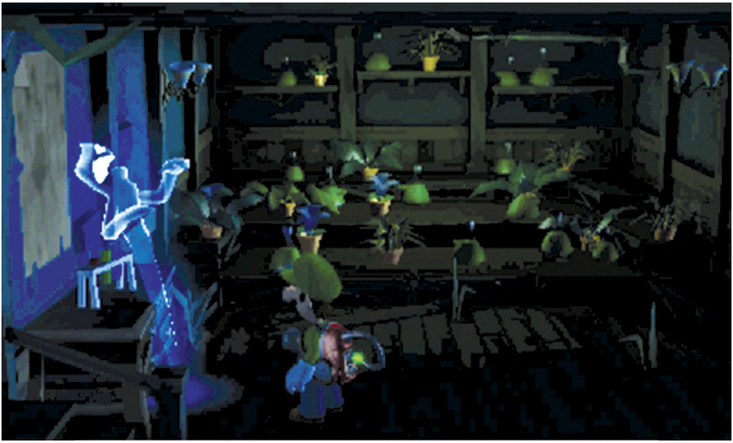




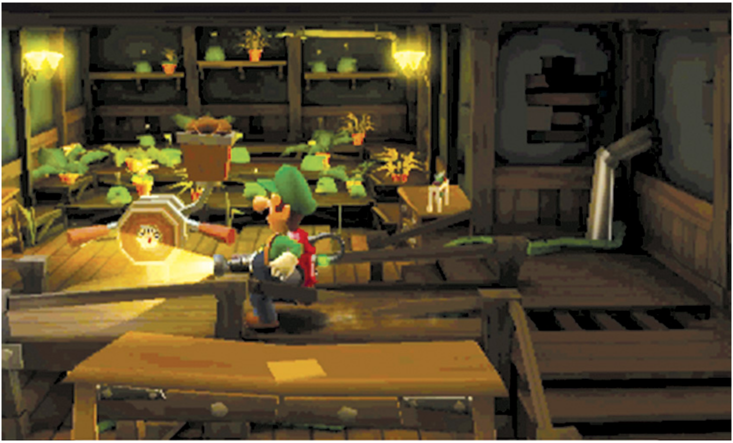
1 When you reach the Seedling Laboratory, two Greenies are ransacking the area. Both Greenies are equipped with special gear. A-Pull the equipment away from each enemy, then capture them both.

Tip

One of the Greenies uses a beaker to shield itself from the Strobulb. If the ghost raises the beaker above its head, you can flash it without first A-Pulling the beaker away.



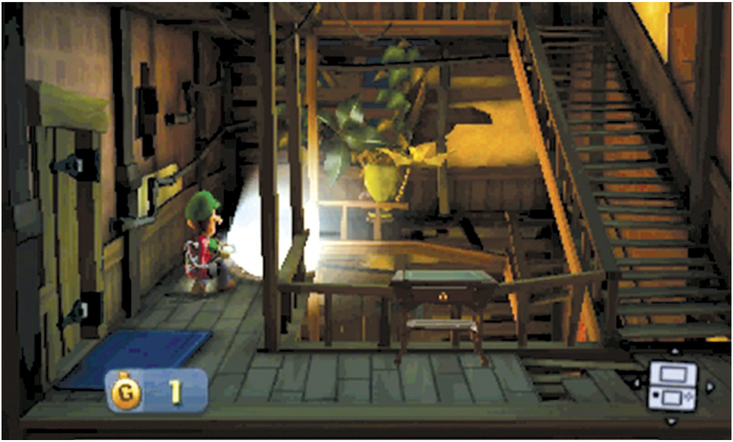
Once you've dealt with the Greenies, search the surrounding objects until you find the next Hider. Capture the Hider, then collect the pinwheel vane it leaves behind.



Search any remaining objects and vacuum the posters from the walls. Use the device mounted near the center of the room to shoot seeds toward the room's north wall. Fire a seed at the mouse that skitters along the shelves. When you succeed, the mouse tosses the Drop Emerald to the to the floor. Shoot all of the seedlings on the shelves, then head over to collect the Gem.

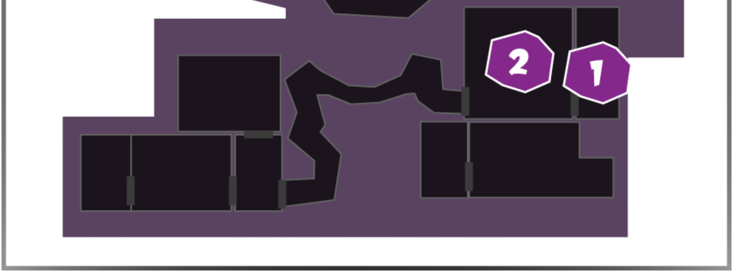
Gem Location

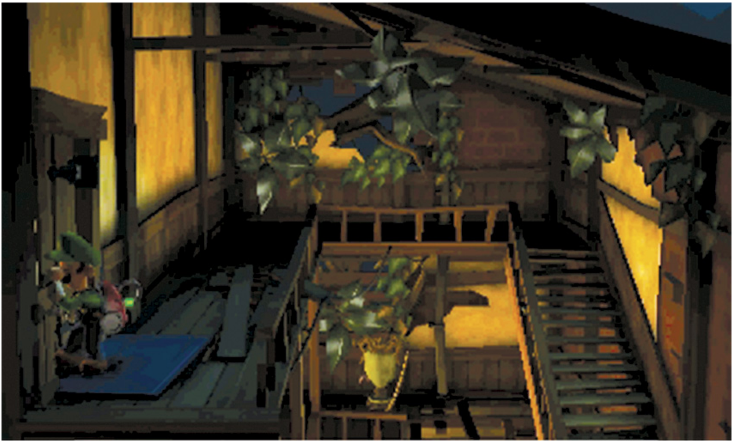
To find the Drop Emerald, use the seed-shooter to hit the mouse skittering along the Seedling Laboratory's north wall.



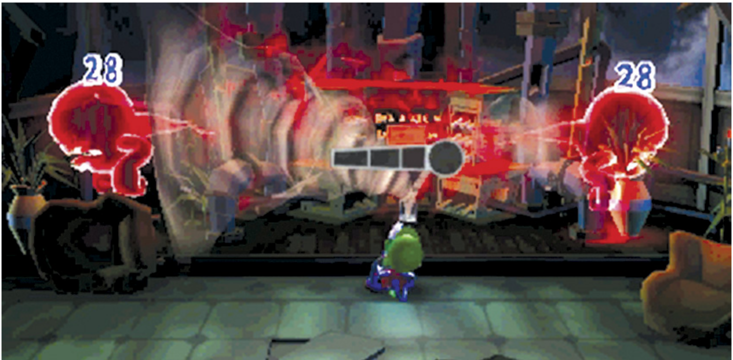
2 Leave the Seedling Laboratory through the door in the southeast corner. Search the table and the vase on the F3 level of the Toolshed Stairs. Your activity might attract some nearby pests. Watch out for any bats that might fly into the area. When you're ready, climb to level F4.

Recover the Vane from the Conservatory

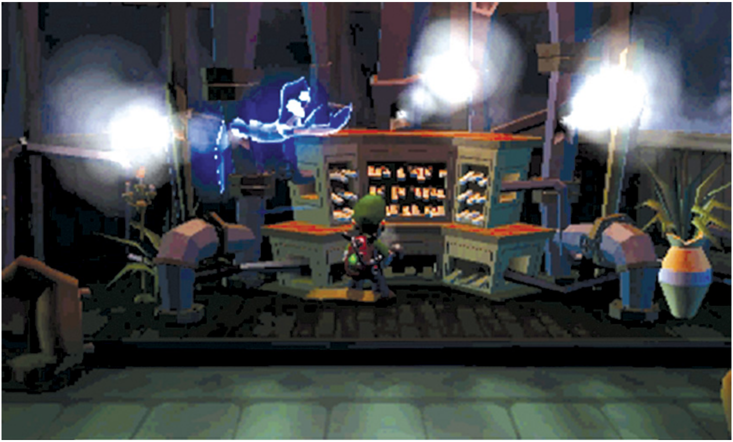




1 When you reach the top of the Toolshed Stairs, flash the bats clinging to the ceiling. Vacuum the leaves on the north wall to reveal a gold bat. Flash the pest, then use the door on the west wall to enter the Conservatory.



2 When you enter the Conservatory, a Slammer is floating near the pipe organ. This enemy is not alone, however. There are two more Slammers hiding nearby. Try to catch at least two Slammers in a single flash. As you attempt to capture any stunned opponents, dodge incoming attacks from any untethered enemies.



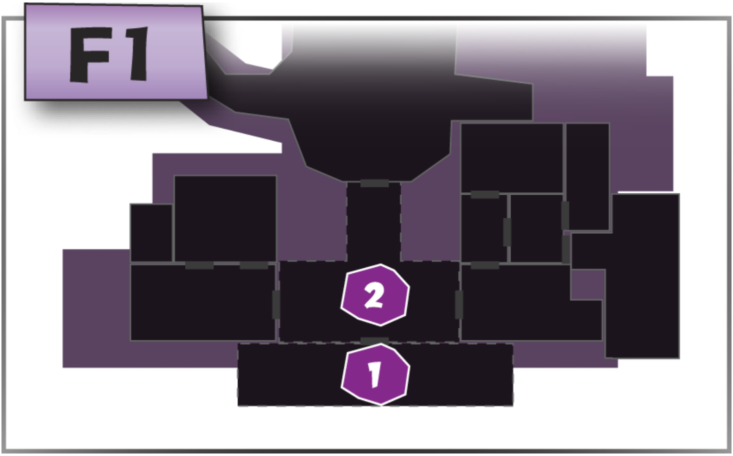
After you capture all three Slammers, vacuum the sheet music from the pipe organ and search the objects within the Conservatory. Play the organ to force the last Hider into the open. Capture the ghost to reveal the last pinwheel vane. Collect the vane from the floor, then answer the Duel Scream to complete the mission and return to the Bunker.

B-3 Graveyard Shift

Professor E. Gadd's Mission Description

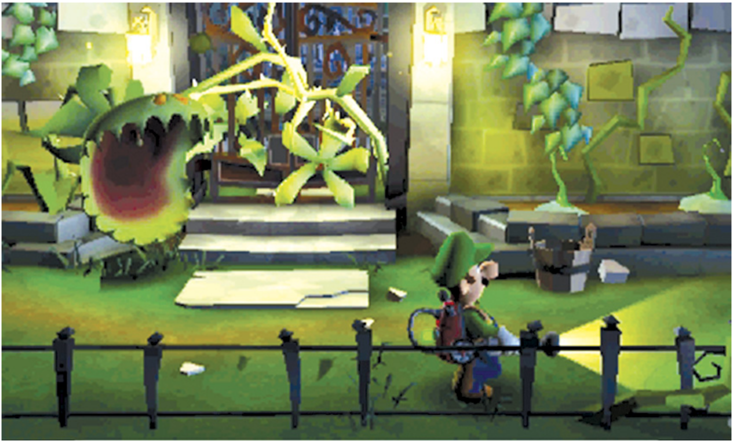
It's time to repair that pinwheel lock! Once that's done, you should be able to get inside the Hollow Tree and look for the passageway to the top.

Repair the Pinwheel Gate

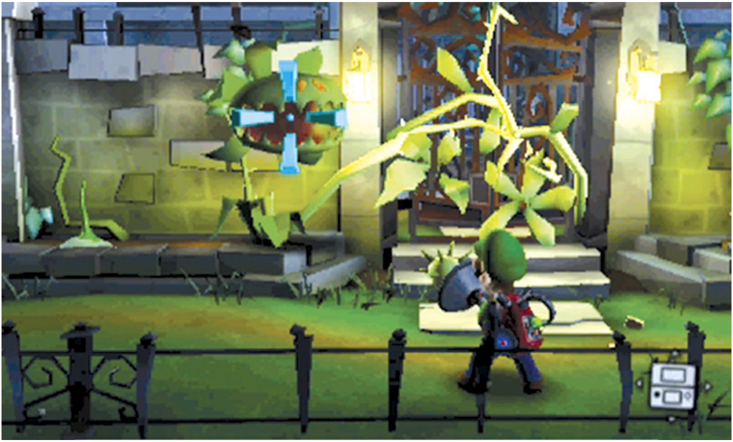


Note

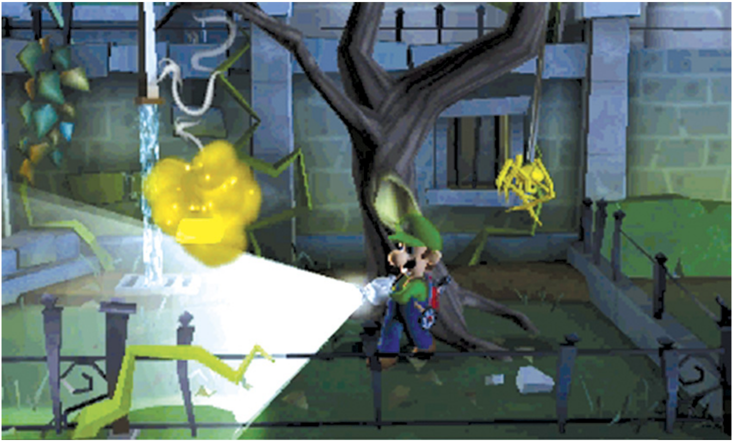
During this mission, most previously visited areas are accessible. However, very few optional rooms contain enough treasure to justify the time needed to search them.



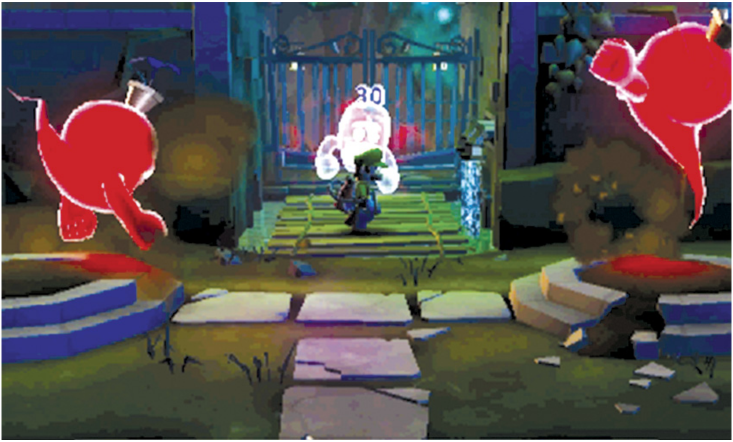
1 When the mission starts, you're transported back to the Haunted Towers Entrance. The nearby flower bed contains a flytrap. As you move through the area, make sure you stay clear of the snapping plant. Move past the eastern flower bed and A-Pull the blockage from the pipe. Grab the nearby bucket, pass it under the water, then water the sprouts in the eastern flower bed.



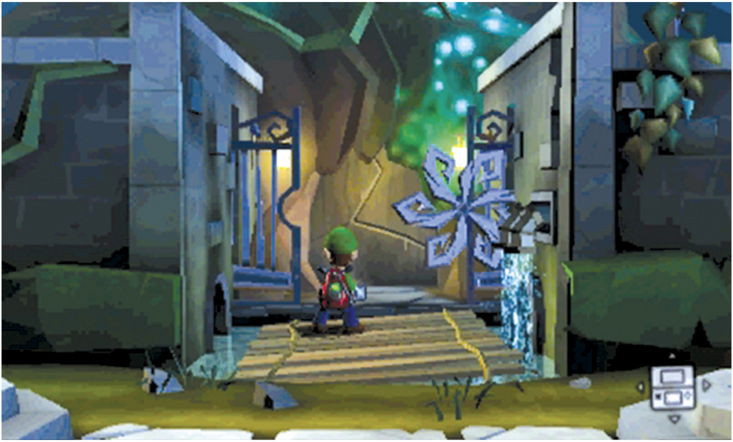
One of the sprouts grows into a gnarled plant. Shoot a spiked seed pod at the flytrap; as the flytrap withers, so do the vines holding the gate shut. Use the bucket to water the sprout in the western flower bed, then flash the budding flowers. Collect the resulting treasure and search the area to the right.



Vacuum the web from the tree hole, then search the tree to reveal two gold spiders. Flash both pests to earn some treasure, then use the nearby window to peek into the Hydro Generator. When you're ready, continue through the gate and into the Courtyard.



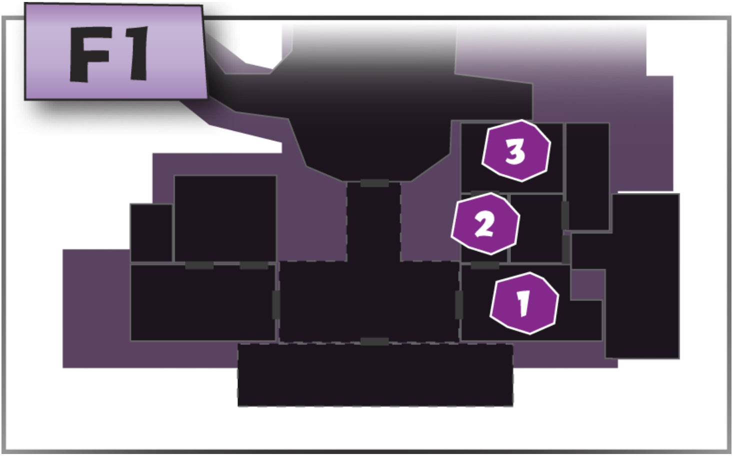
2 When the cinematic ends, there's a single Slammer by the pinwheel gate. As you approach this enemy two more Slammers appear behind you. After you capture all three Slammers, a Greenie appears in the area.

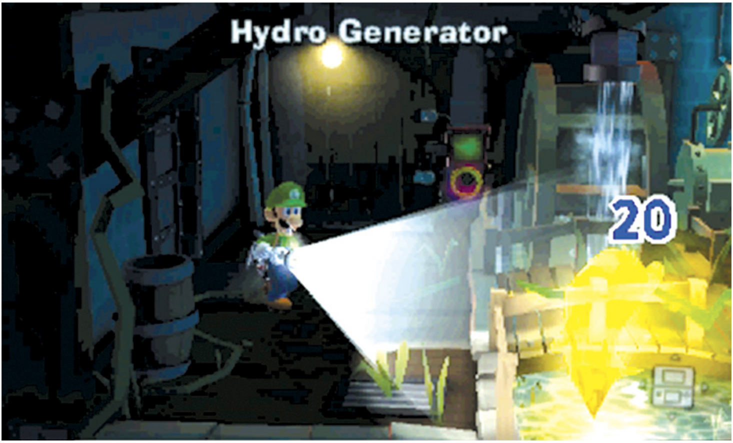


Clear the Courtyard of enemies, then approach the pinwheel gate to initiate repairs. After the cinematic, use the Poltergust to spin the pinwheel until the gate slides open.

Before you head into the Hollow Tree, make a quick trip into the east tower.

Hunt for Treasure



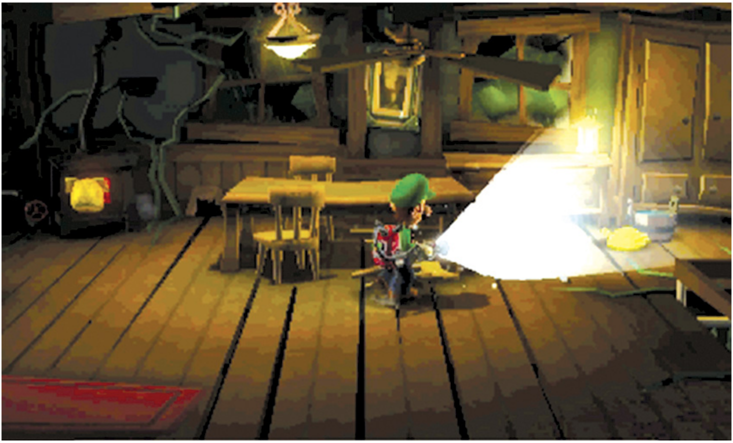


1 As you step into the Hydro Generator room, look for the Gold Greenie playing in the water; capture the ghost before it escapes to earn a substantial treasure reward. Search the objects located throughout the room and continue to the East Hall.

Note

The Gold Greenie only appears in the Hydro Generator room after you peek through the window in the Haunted Towers Entrance.

2 Use the Dark-Light Device to reveal the treasure hidden in the framed sketch. Search the remaining objects, then use the door to the north to enter the Gardener's Dwelling.

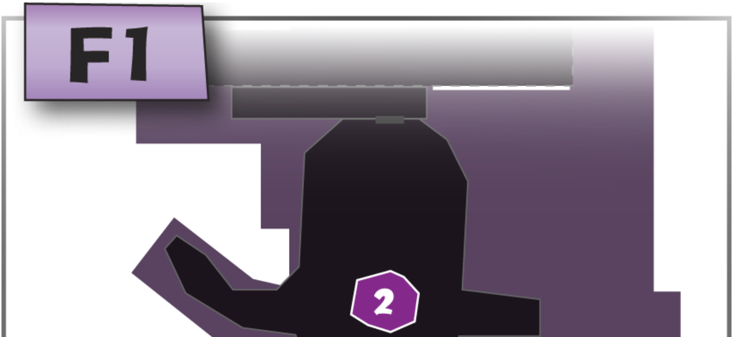


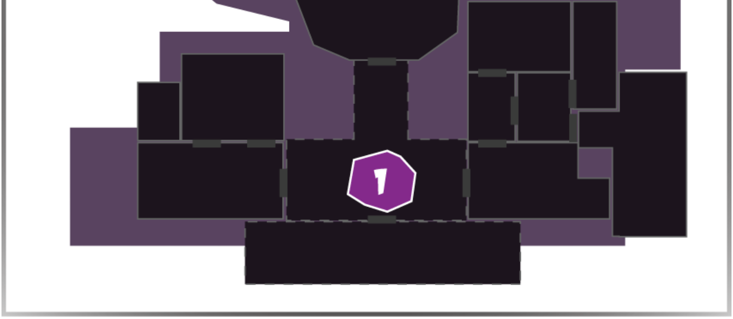
3 Search the Gardener's Dwelling until some gold mice appear in the area. Flash the mice and collect the resulting treasure. When you finish searching the room, turn around and follow the path back out to the Courtyard.

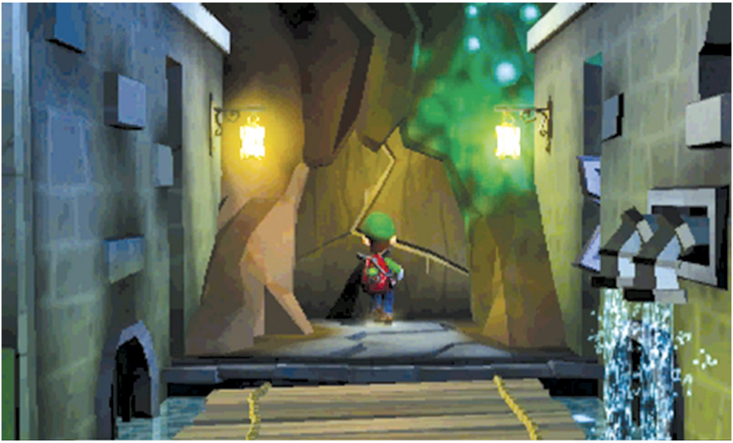
Tip

The mission objectives will eventually lead you to level B1. Even if you're determined to explore all available areas, there's no need to visit the Gardener's Lab at this time.

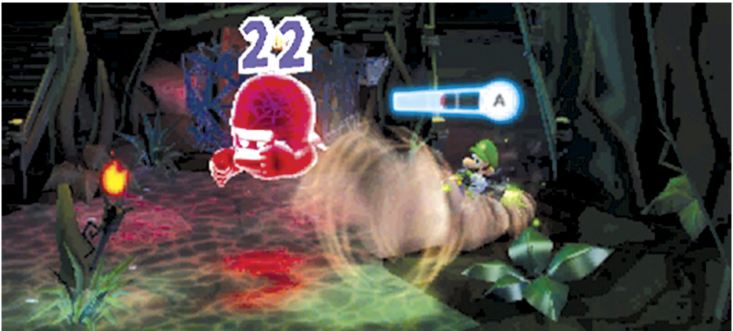
Climb the Hollow Tree



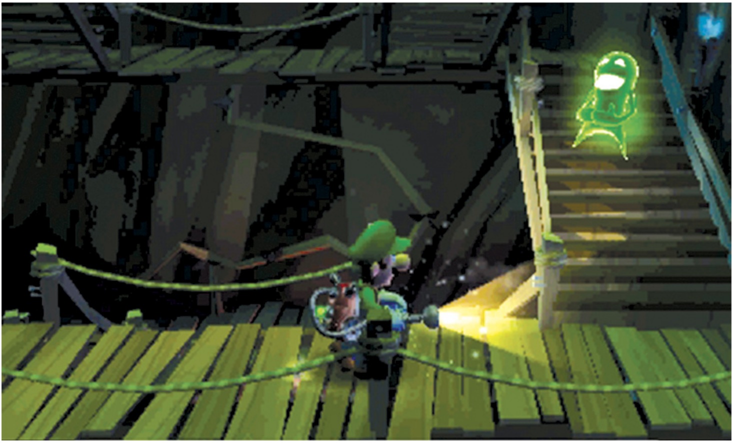




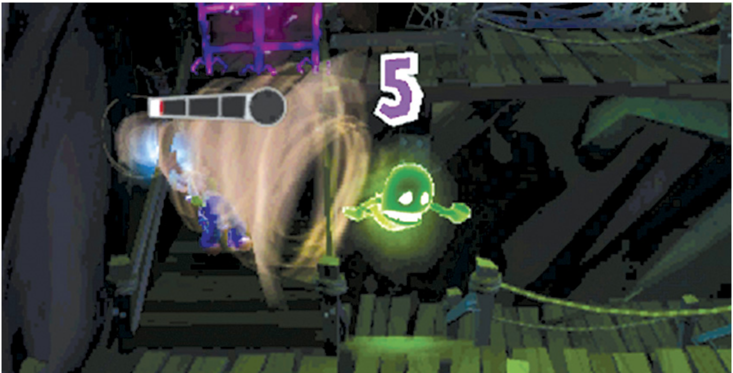
1 When you reach the Courtyard, return to the pinwheel gate and inspect the cracked bark to enter the Hollow Tree.



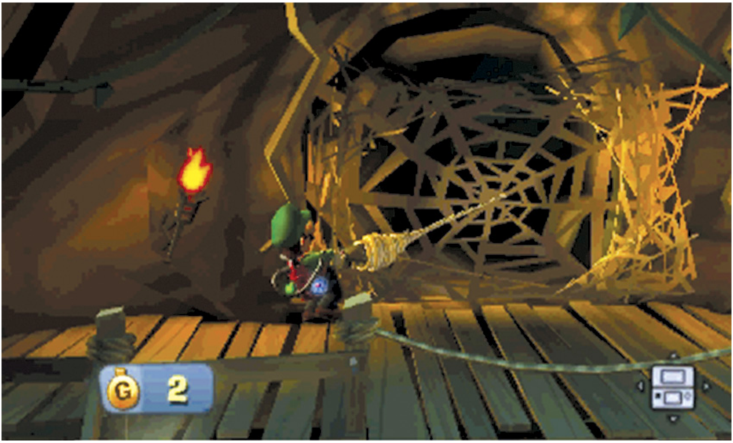
2 The alcove along the Hollow Tree's east edge contains a sprout. There's a bucket in the alcove to the west, but it's blocked by a web. For now, focus on climbing the Hollow Tree. There are two sets of stairs along the area's north edge, and one of them contains a hidden Slammer. Choose a path and climb to the top of the steps. If the path you choose is clear, the nearby torch turns orange. If you choose the path containing the Slammer, however, the ghost shows itself and you must capture it before you can continue.



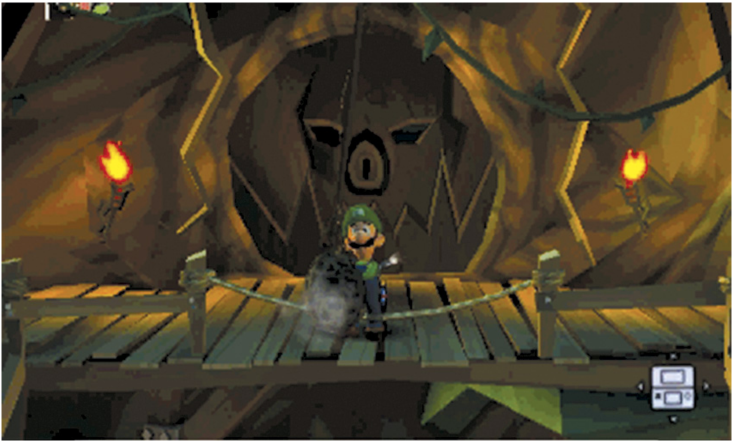
When you reach level F2, you must select between two more sets of stairs. If the path you choose contains a ghost, the stairs start spinning like a treadmill, preventing you from reaching the next floor. If this happens, move to the bottom of the stairs and capture the Greenie that appears and taunts you.



When you reach level F3, you must choose between two more sets of stairs. If the path you choose contains a ghost, the stairs collapse and a Greenie comes out of hiding. If this happens, capture the ghost and climb to the top of the staircase.

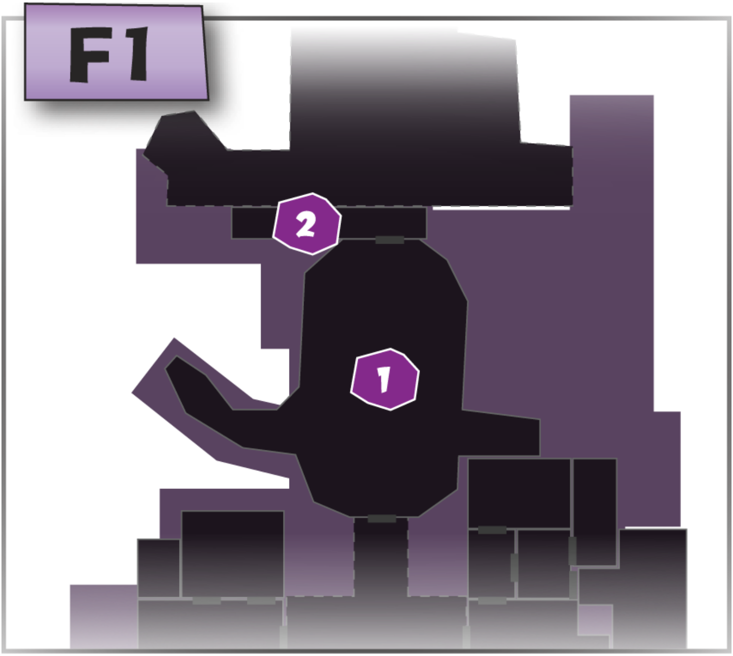


The passage at the top of the Hollow Tree is blocked by a large web. Vacuum the bundle at the center of the web and drag it to one of the nearby torches. After the web burns, approach the passage to trigger a short cinematic.



A giant door slams shut, blocking the passage at the top of the Hollow Tree. Answer the Duel Scream, then move south and vacuum the bundled webbing hanging just past the guardrail. During a short cinematic, you're lowered back to level F1 of the Hollow Tree.

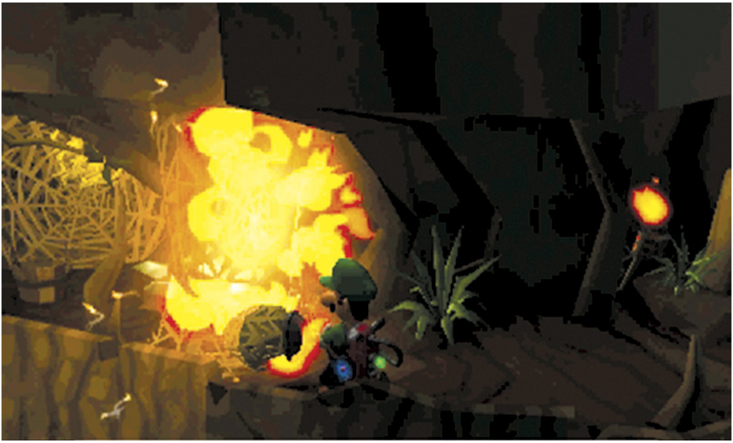
Reach the Crypt



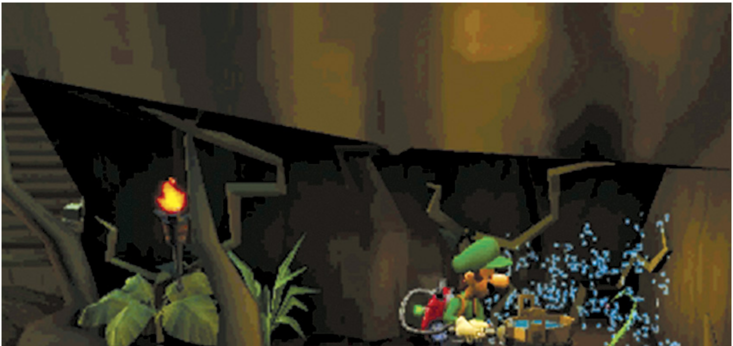
1 Professor E. Gadd wants you to retrieve a Special Key from the crypt. Vacuum one of the web-balls that shook loose when the door slammed shut and carry it to the torch near the waters edge. Once the ball ignites, use it to clear the web from the door to the north.

Tip

As you move through the water, keep the Poltergust aimed upward. This ensures the flaming web-ball remains dry.



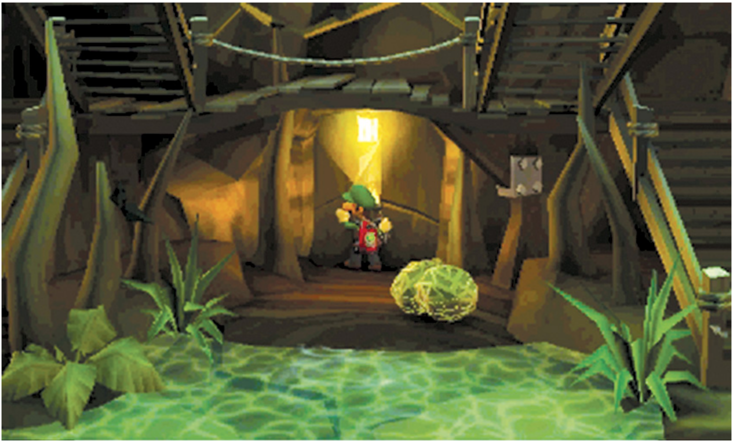
Before you leave the Hollow Tree, use the flaming ball to burn the web blocking the west alcove. Hold L to drop the web-ball, then flash the gold spiders and vacuum the bucket.



Carry the bucket into the water. When the bucket is full, use it to water the sprout in the east alcove. When a purple flower appears, flash it with the Strobulb to reveal the Rhombus Emerald.

Gem Location

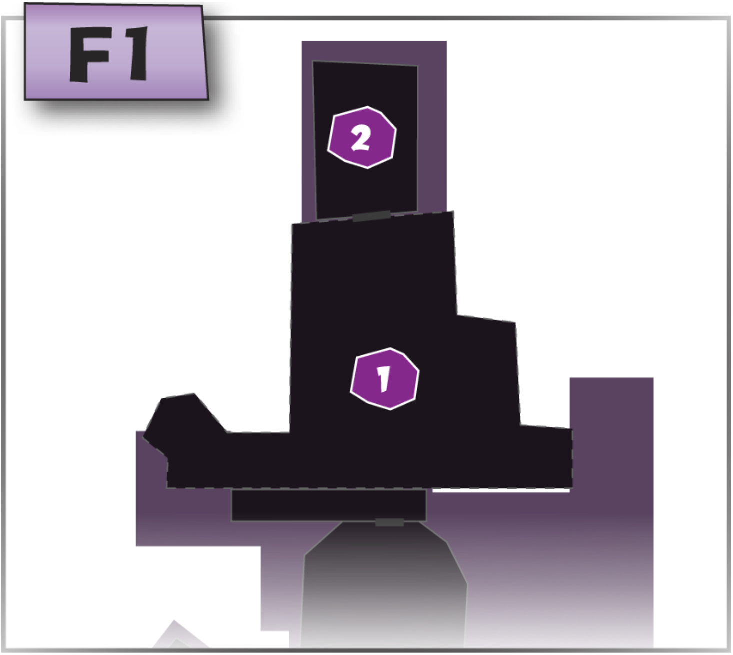
After you climb the Hollow Tree, use a flaming web-ball to clear the webs from the area. Use the bucket from the west alcove to water the sprout in the east alcove, then flash the resulting purple flower to find the Rhombus Emerald.

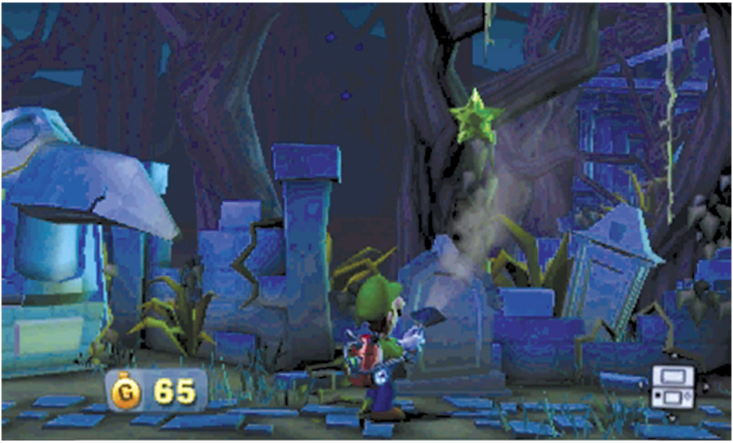


When you're ready, open the door just north of the water and head into the Tree Root.

2 After you enter the Tree Root, move left until you reach the end of the path. A-Pull the wall of mushrooms, then A-Pull the knotted vine hidden behind it. When you do, a secret passage to the Old Graveyard slides open. A-Pull the remaining knotted vine, flash the spider that appears, and climb into the secret passage.

Search the Crypt

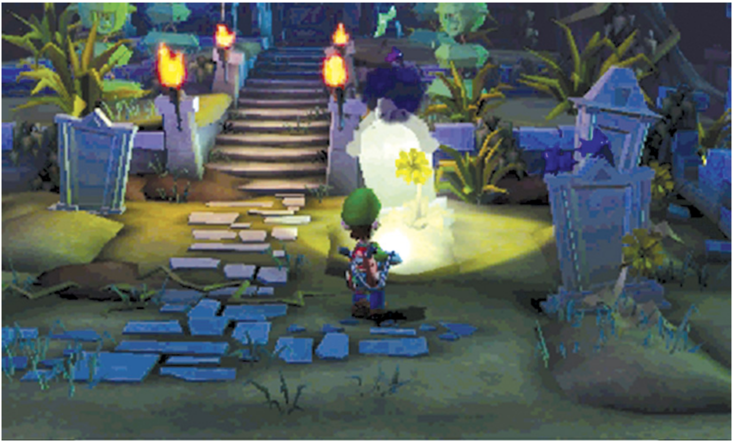




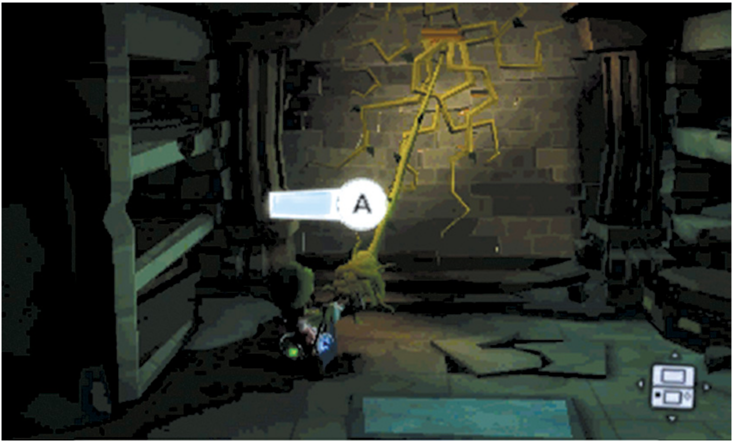
1 You emerge in the Old Graveyard's southwest corner. When you topple to the ground, the secret passage seals behind you. Flash the nearby crows before they fly away, then search behind the large statue to find a hidden treasure stash. The Star Emerald is hanging just to the right. Vacuum the Gem, then follow the path toward the center of the area.

Gem Location

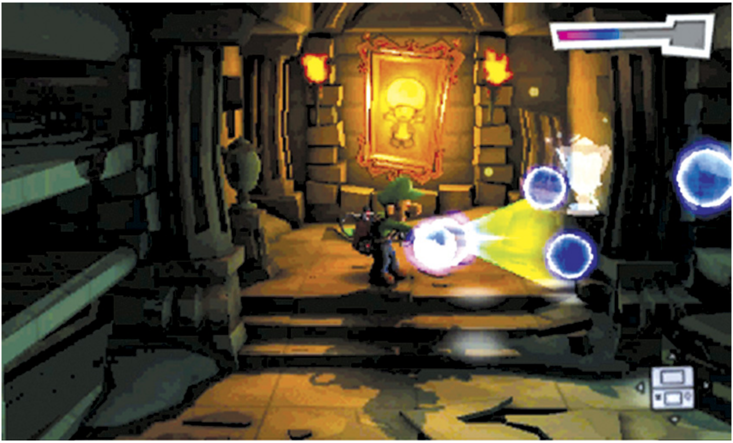
The Star Emerald is hanging from a tree in the Old Graveyard's southwest corner. Use the Poltergust to vacuum the Gem down to the ground.



Flash the crows scattered throughout the Old Graveyard and A-Pull the weeds on the ground. When you're ready, climb the steps to the Crypt at the area's north edge.

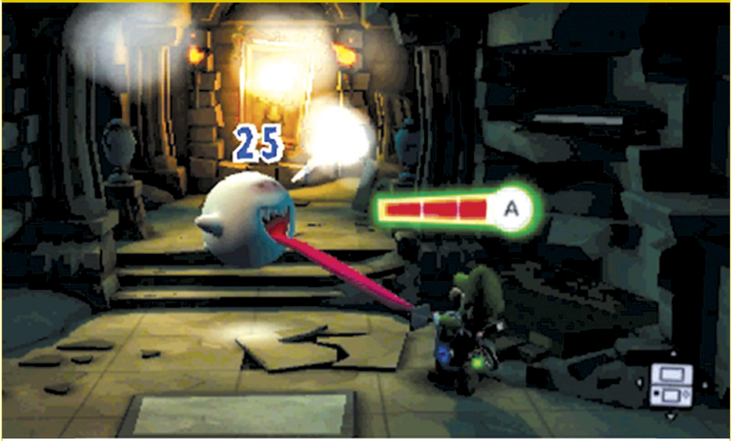


2 Search the coffin just inside the Crypt, then approach the brick wall to the north. A-Pull the knotted vine to knock a few bricks loose. Perform additional A-Pulls until the wall crumbles, exposing a hidden area.

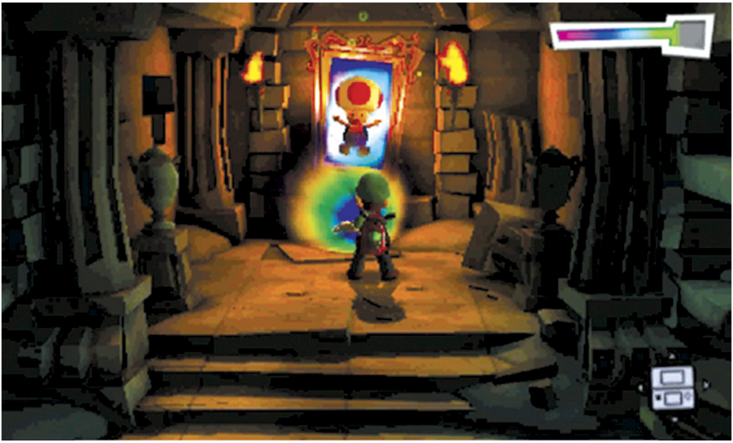


A-Pull the tattered cloth hanging near the northwest corner and collect the treasure that spills to the floor. Move to the urn near the steps, then face east and use the Dark-Light Device to reveal a second urn. After you capture the Spirit Balls, search the urn to find Booluga.

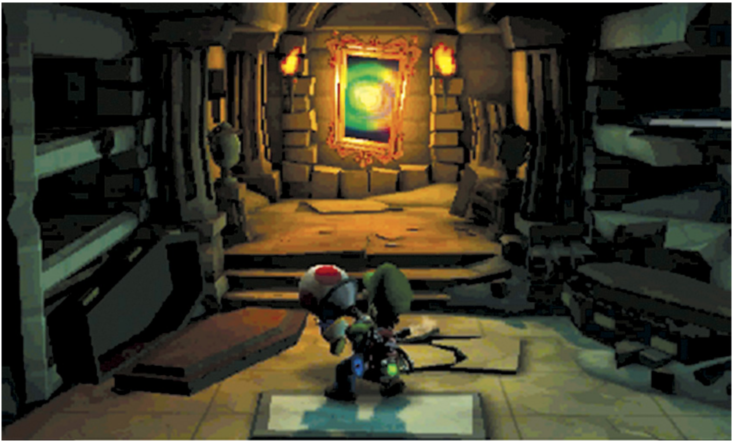
Boo Location



This mission's Boo is hiding in the Crypt. Use the Dark-Light Device to reveal the missing urn along the east wall, then use the established tactics to capture Booluga.



When the area is clear, use the Dark-Light Device to free the Toad Assistant from the framed sketch. Answer the Duel Scream and complete your search of the Crypt. As you move down the steps, some bats burst out of the coffin near the west wall.

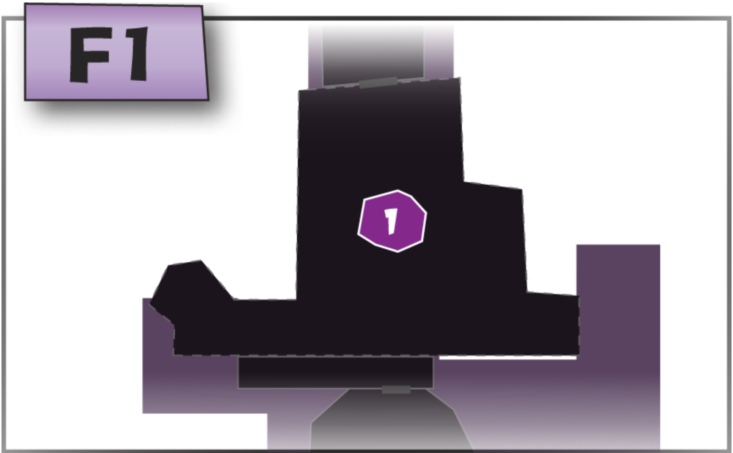


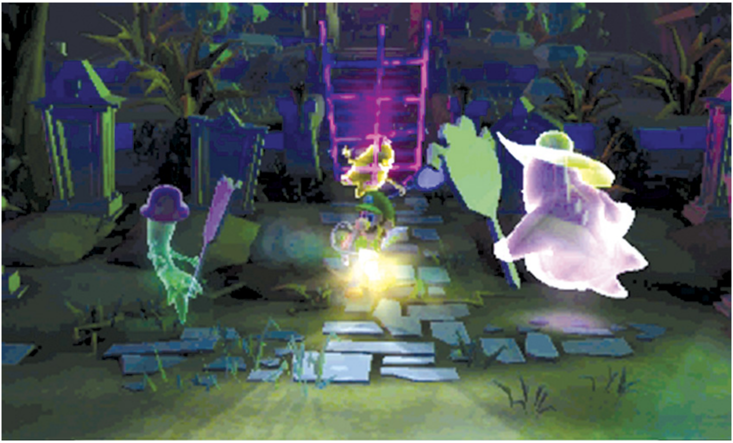
After you deal with the pests,calm the panicked Toad. Flash him with the Strobulb, or vacuum him up and hold L to release him. Once the Toad is ready to follow, leave the Crypt and return to the Old Graveyard.

Note

Toads always mean well, but they don't always behave as you'd like. Panicked Toads refuse to follow you, and they tend to get underfoot in the heat of battle.

Reach the Sewer

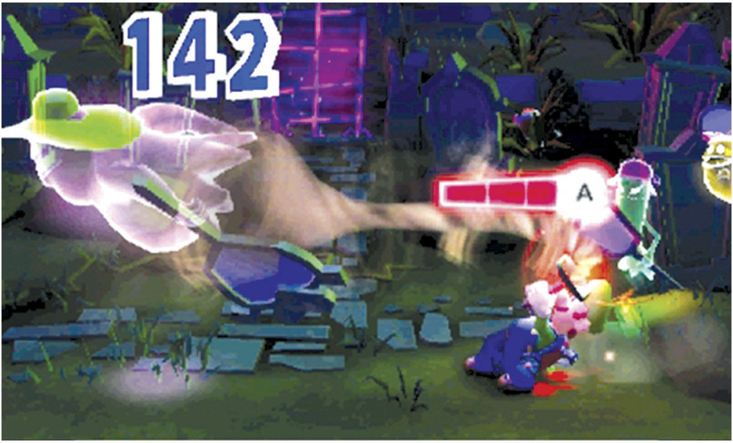




1 When you exit the Crypt, the Three Sisters appear in the Old Graveyard. After a short cinematic, these ghosts circle around you. The sisters use their hand mirrors to protect themselves from Strobulb flashes, but they can't resist sneaking the odd peek. When one of the ghosts exposes her face, flash her and latch on with the Poltergust.

Caution

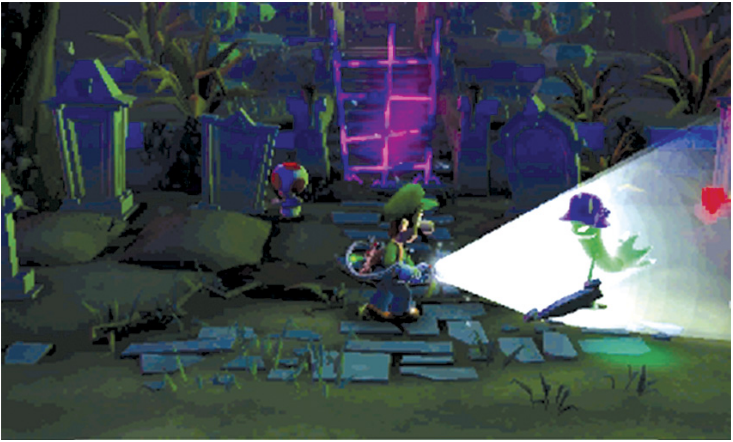
If you flash a ghost while she's protected, her sisters attack.



You can only latch onto one sister at a time, and doing so causes the remaining sisters to attack. If possible, allow your target to pull you away from her allies. Try to charge an A-Pull each time you gain a bit of breathing room.

Caution

When you allow a ghost to drag you around the area, you run the risk of falling down. Use the Circle Pad to maintain your balance.



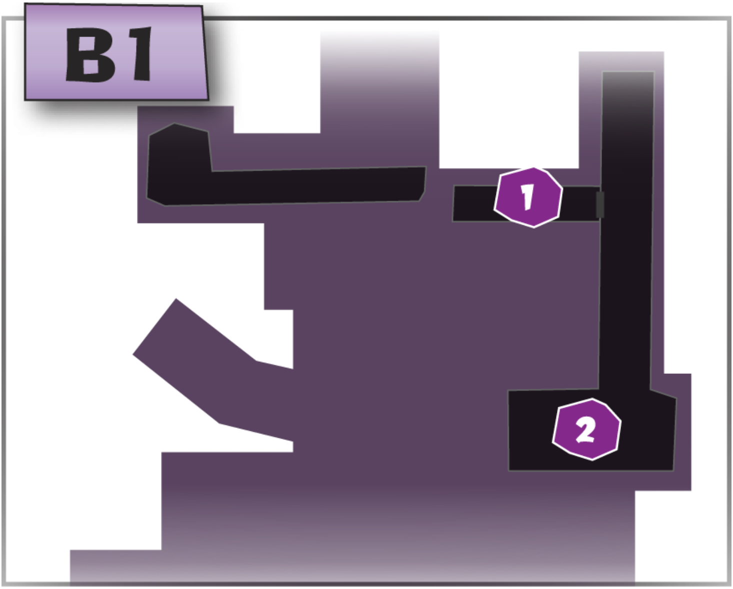
It's not always possible to dodge incoming attacks. If you find yourself cornered, execute a partially charged A-Pull or release your target. Either of these actions causes all uncaptured sisters to regroup. Allow them to circle around you, then watch for a sister to lower her guard. Repeat the process until you capture all three sisters.

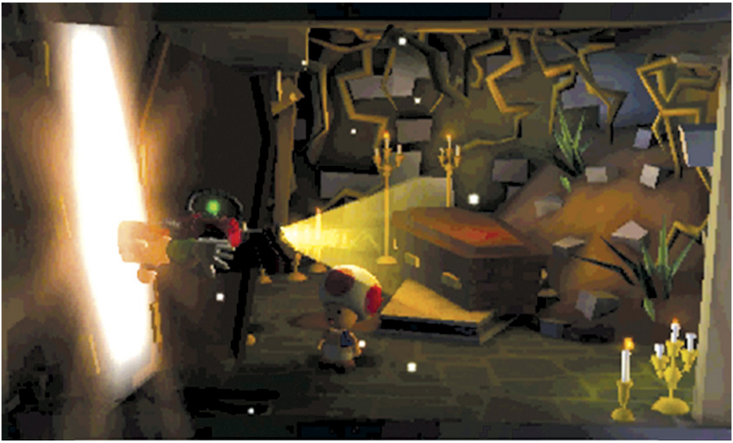
Tip

If you suffer damage during the battle, try to flash the crows that fly through the area. This often results in a much-needed Heart.

After you answer the Duel Scream, vacuum the panicked Toad and carry him across the water to the east. Search the area just north of the water to find some treasure hidden in the grass, then carry the Toad Assistant onto the coffin in the Old Graveyard's southeast corner. The Toad's extra weight is just enough to activate a hidden passage to the Sewer.

Rescue the Toad Assistant

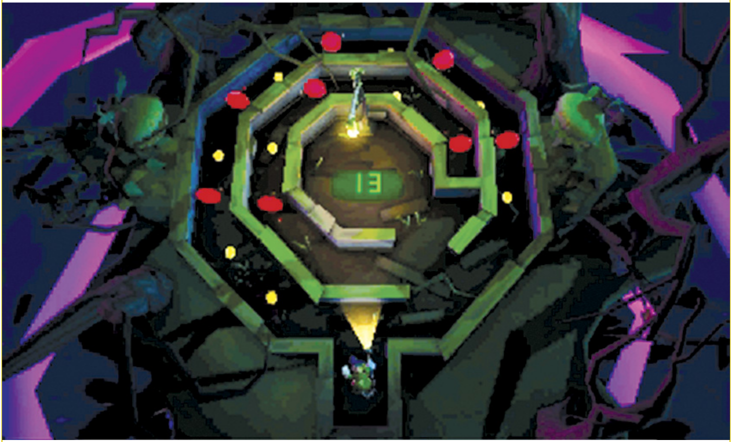




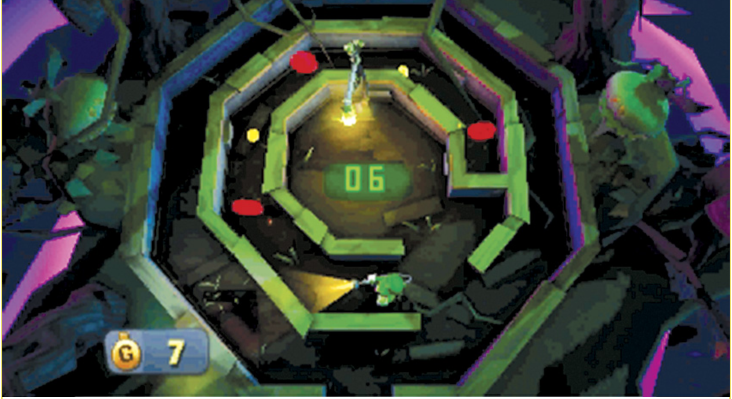
1 When you reach the Sewer, A-Pull the root cluster and the wall of mushrooms to the left. Continue to the Sewer's west end and open the coffin propped against the wall to discover a bonus challenge.

Bonus Challenge: Sewer Coffin

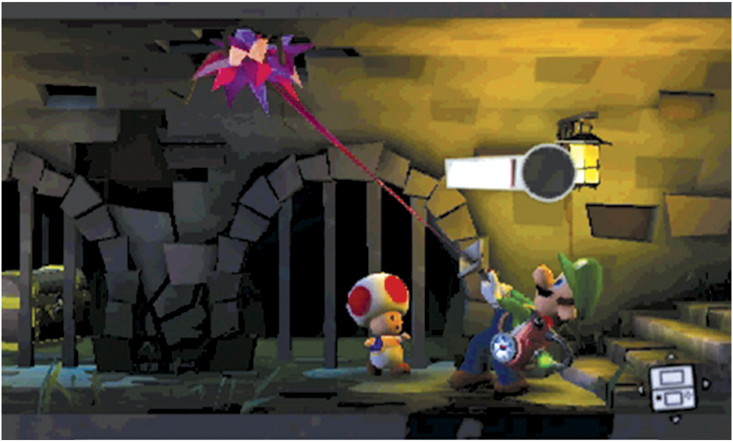
During B-3 Graveyard Shift, the coffin at the west end of the Sewer contains a bonus challenge.



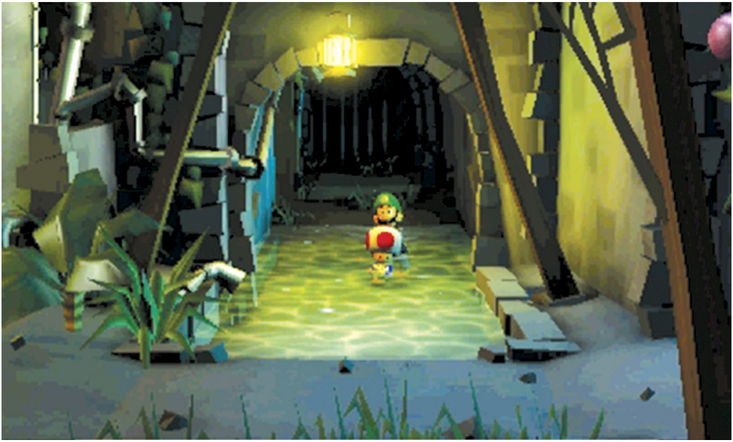
You must collect eight Red Coins within the allotted time. When the challenge starts, take the path to the left and collect the five Red Coins in the maze's outer ring.



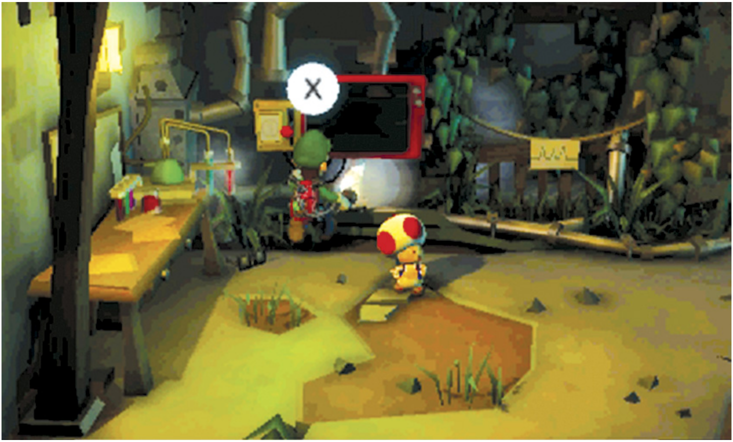
As you circle back to the starting point, slip into the inner ring and collect the three remaining Red Coins. If you succeed, a chest appears at the center of the maze. Collect the treasure from the chest to return to the Sewer.



Turn back and follow the Sewer to the east. As you approach the steps, A-Pull the root cluster from the ceiling, then pass through the false bars in the easternmost arch and collect the treasure from the chest. When you're ready, leave the Sewer and enter the Gardener's Lab.



2 Once inside the Gardener's Lab, vacuum the Toad and carry him across the water.



When you're ready, activate the Pixelator at the room's west end to transport the Toad Assistant out of the area. After you rescue the Toad, answer the Duel Scream to complete the mission and return to the Bunker.

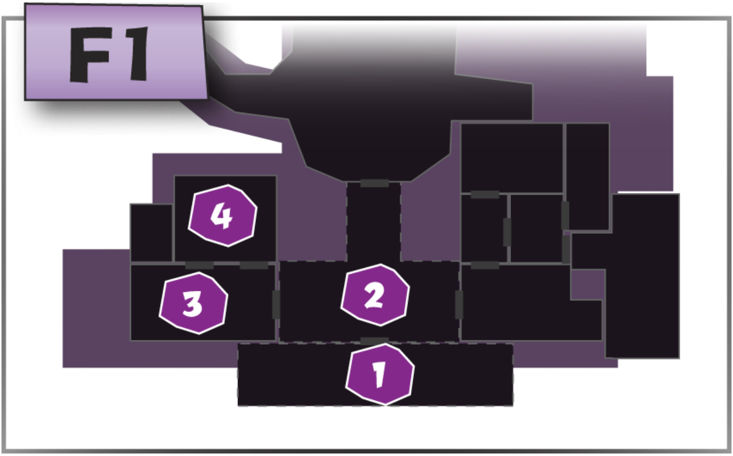
B-4 Pool Party

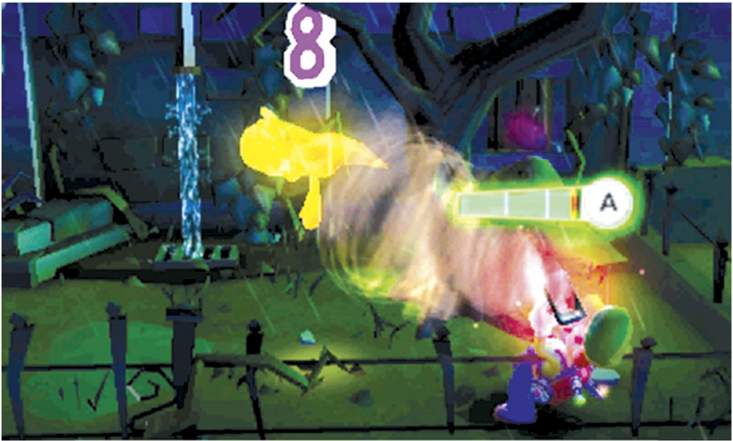
Professor E. Gadd's Mission Description

The Toad you rescued in the Crypt managed to bring a recording from my tridimensional security camera! Let's take a look at the image.

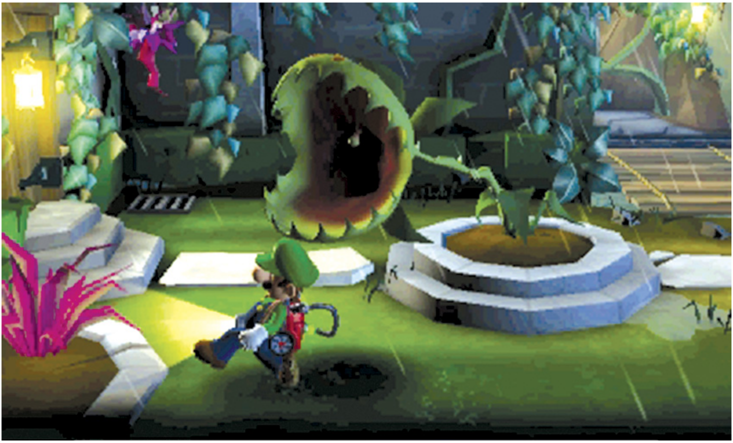
When you select this mission, you have the opportunity to review an image from a Haunted Towers security camera. When you're ready, press B to resume the mission briefing.

Reach Level F2

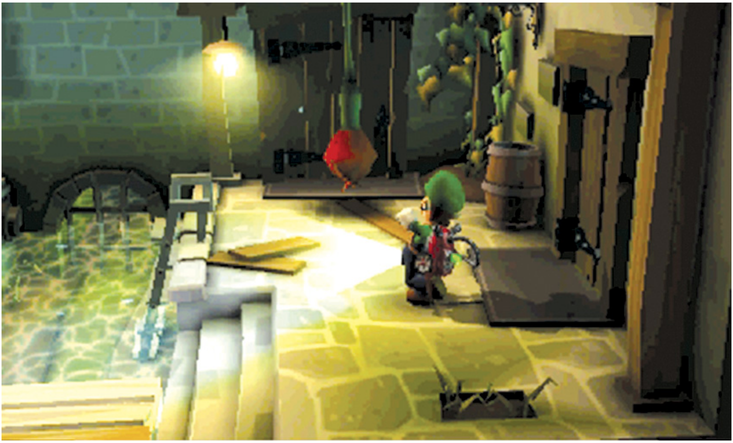




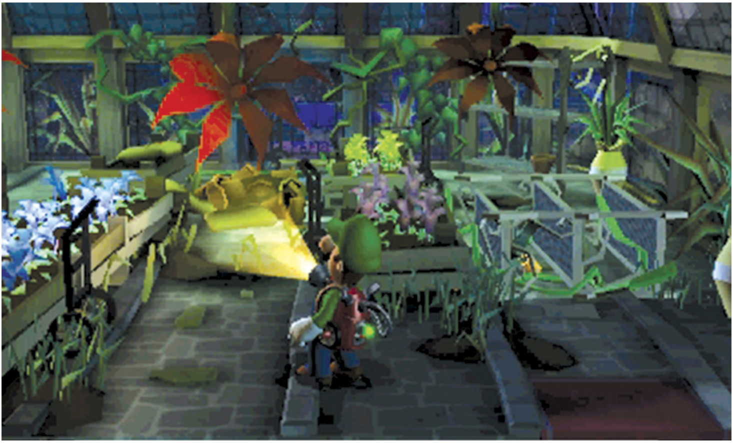
1 When the mission starts, you're transported to the Haunted Towers Entrance. Vacuum the weeds in the nearby flower beds and move to the tree near the area's east edge. Vacuum the trash pile at the base of the tree, then inspect the tree hole to find a Gold Greenie. Capture the ghost before it escapes and collect the resulting treasure. Complete your search of the area, then head through the gate and enter the Courtyard.



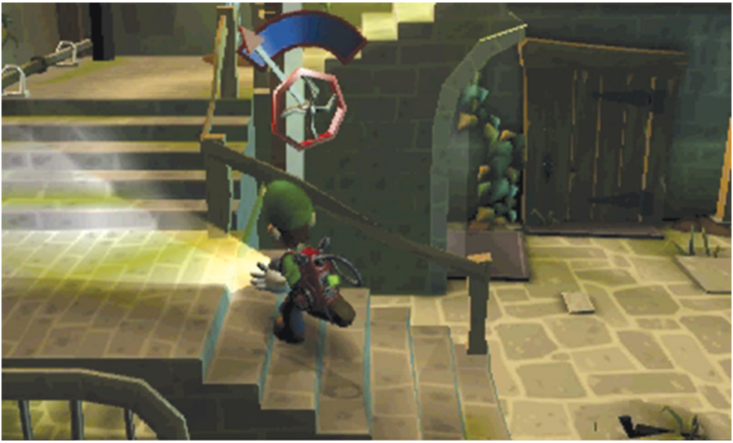
2 The Courtyard is occupied by two flytraps, making it fairly difficult to move around the area. The door to the Hydro Generator is blocked, as is the door to the Hollow Tree. After you enter the Courtyard, slip past the flytrap to the left. Vacuum the coins from the weed in the corner and enter the Tower Lobby.



3 There's an orange flower hanging in the Tower Lobby's northeast corner. When you move into range, this carnivorous plant slams to the ground. Watch the orange flower as you approach; when it starts to lunge, dash away to get clear of the impact. A-Pull the stunned flower to clear it away from the door, then enter the Greenhouse.

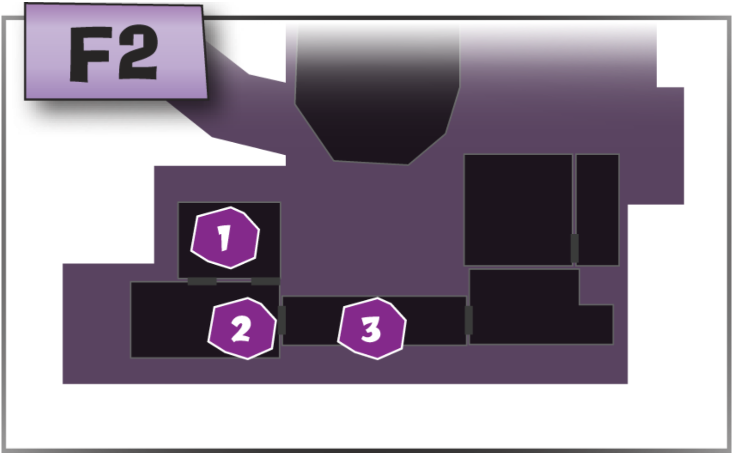


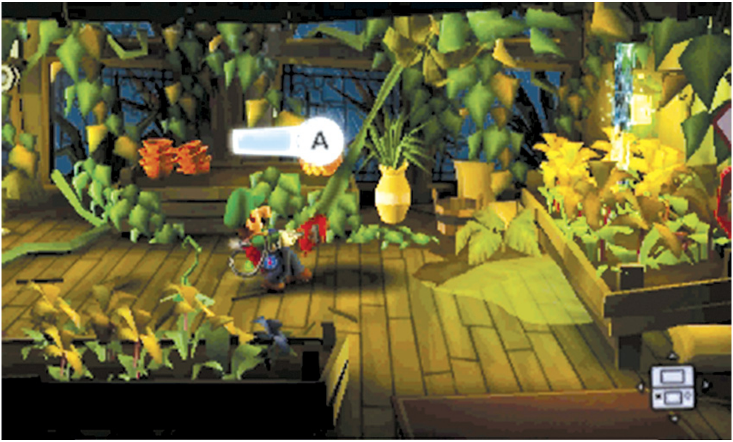
4 The Greenhouse contains three more orange flowers. As you move through the area, clear each flower just as you cleared the orange flower in the Tower Lobby: bait the flower into attacking, then A-Pull it down from the ceiling. When you clear all three orange flowers, you're rewarded with a shower of treasure; move quickly to collect as much as you can before it vanishes.



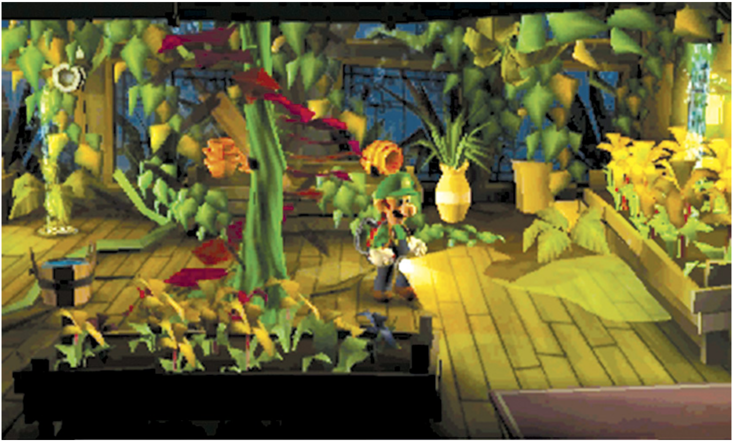
When you reach the end of the path, leave the Greenhouse and return to the Tower Lobby. Complete your search of the area, then move up the stairs. Flash any bats clinging to the ceiling, then use the door at the top of the stairs to enter the Plant Nursery.

Reach Level F3

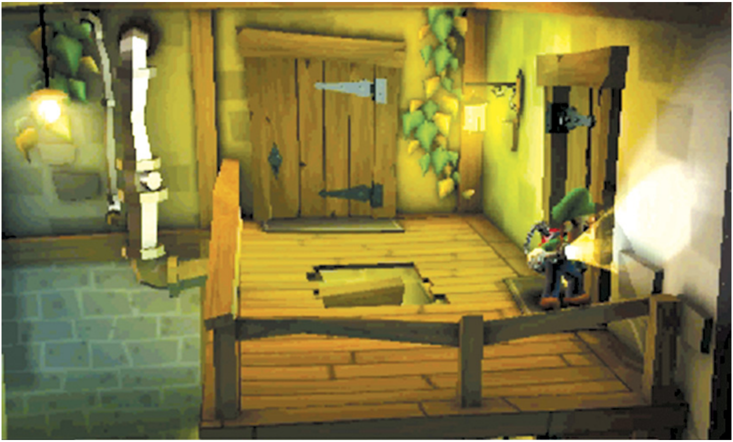




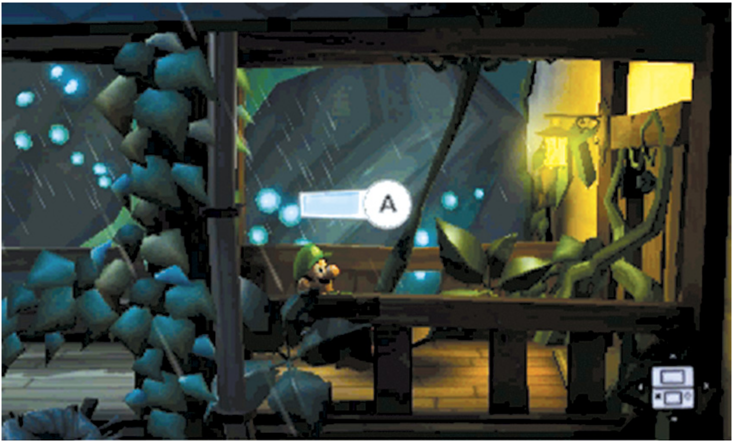
1 During this mission, the Plant Nursery contains an orange flower and a single sprout growing out of the floor. Move to the room's southeast corner and vacuum the valve until water flows from the nearby pipes. Now you must retrieve the bucket from the northeast corner. Clear out the orange flower, then carry the bucket to the northwest corner. Fill the bucket and use it to water the sprout.



The sprout grows into a giant stalk and smashes through the ceiling, clearing a path to the Rumpus Room. Before you head upstairs, however, take a moment to search the Skybridge. Head through the door in the southeast corner and return to the Tower Lobby.



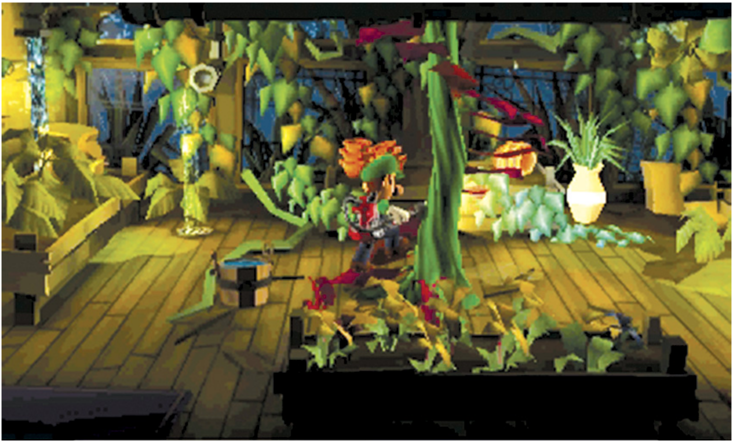
2 Once again, the rug on the Tower Lobby's F2 level is covering a hole. Stick close to the wall to avoid the pitfall, and continue through the next door to reach the Skybridge.



3 There are three more orange flowers located along the Skybridge. As you follow the path to the right, clear out each lunging plant. When you A-Pull the last orange flower, the Octagon Emerald drops down to the floor.

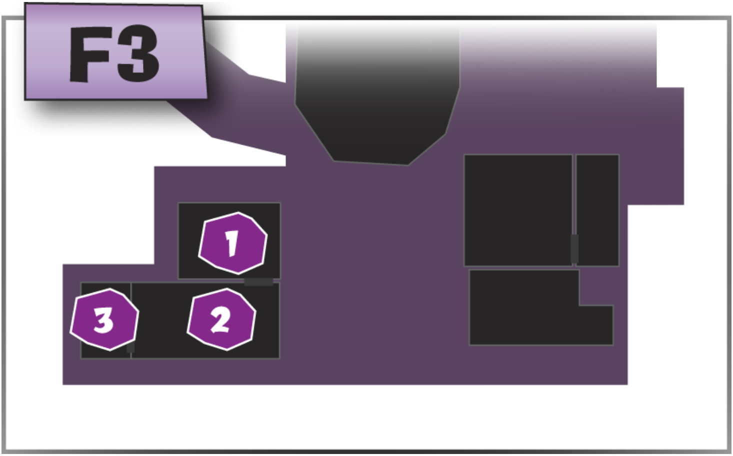
Gem Location

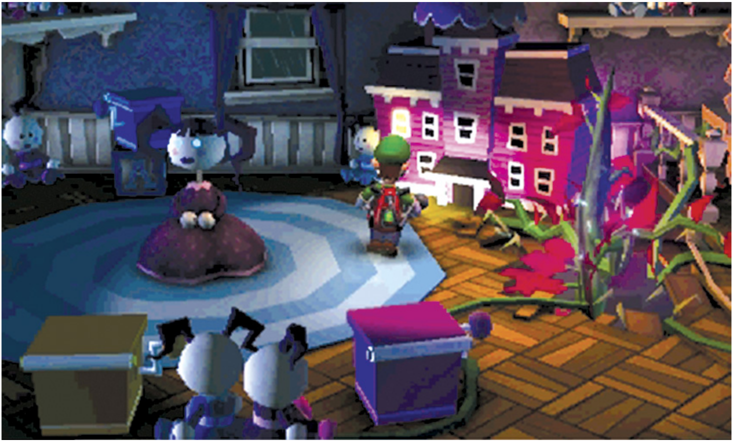
During this mission, the Octagon Emerald is located in the Skybridge. To find this Gem, A-Pull the orange flowers hanging along the path.



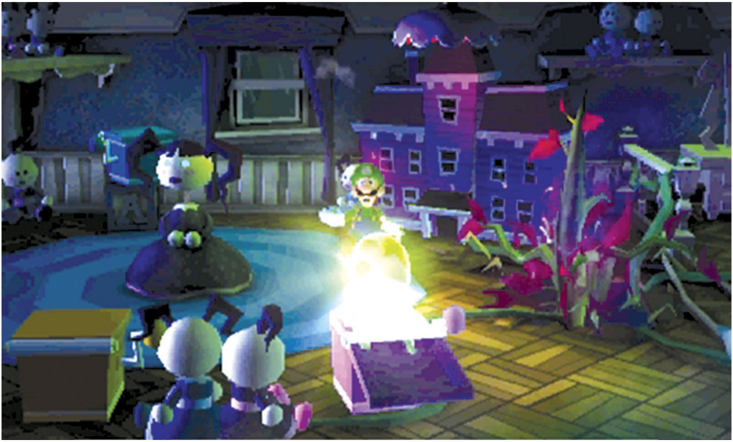
When you're ready, return to the Plant Nursery and climb the stalk up to the Rumpus Room.

Reach Level F4

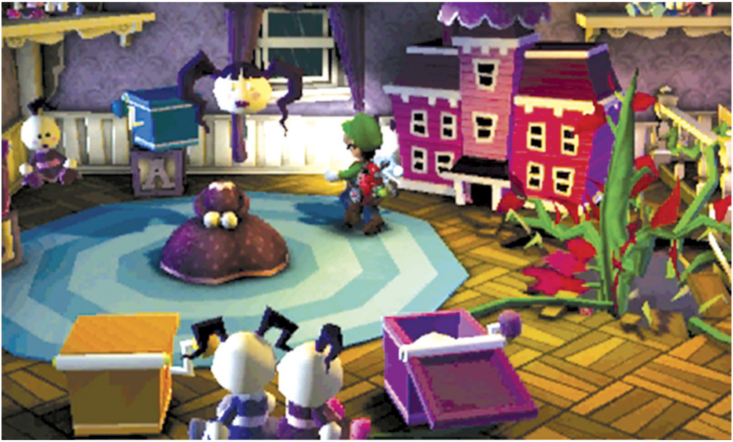




1 When you arrive in the Rumpus Room, some enemies are hiding in the area. Approach the dollhouse along the north wall and investigate the glowing window—this allows you to peek into the Rumpus Room while you're standing in it! Scan the area until you see movement from one of the room's five jack-in-the-boxes.



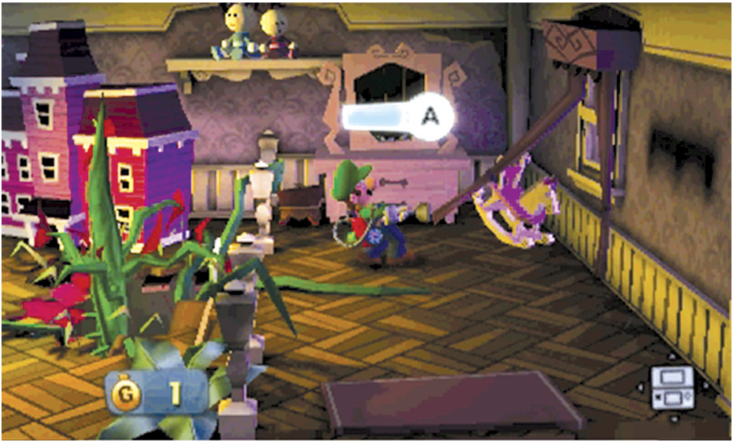
Step away from the dollhouse and activate the jack-in-the-box you saw move. After a bit of music, a Greenie springs out of hiding. As you deal with this ghost, more Greenies emerge from the box. Capture a total of five Greenies to clear the room of enemies.



As you move around the room, the doll's head swivels as if it's watching you. Circle the doll until the head pops off its shoulders, revealing the Oval Emerald.

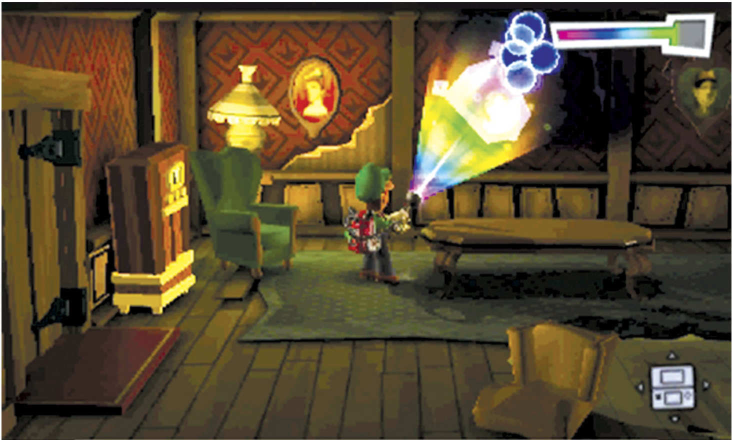
Gem Location

The Oval Emerald is located inside the Rumpus Room doll. To reveal the Gem, circle the doll until its head pops off of its body.



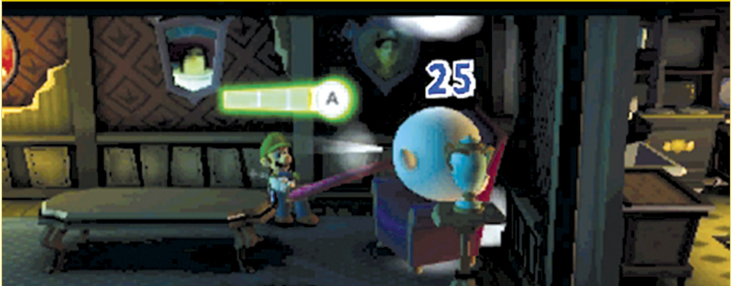
As you search the room, A-Pull the curtains hanging by each window and use the Dark-Light Device to reveal the missing coat hooks on the room's east wall. When you're ready, head through the door in the southeast corner to find the Family Room.

2 The Family Room is a fairly large space, so make sure you search all of the objects scattered throughout the area. Use the Dark-Light Device to reveal the missing cabinets next to the partition, then continue to the room's west half.

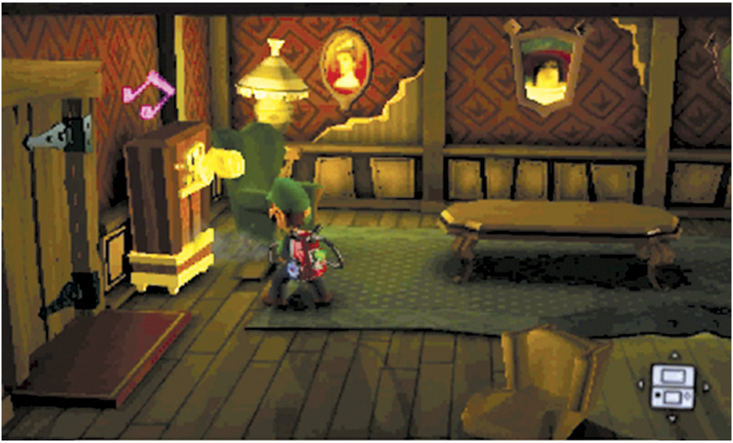


Use the Dark-Light Device to reveal the missing painting on the room's north wall, then straighten the painting to reveal Boo B. Trap.

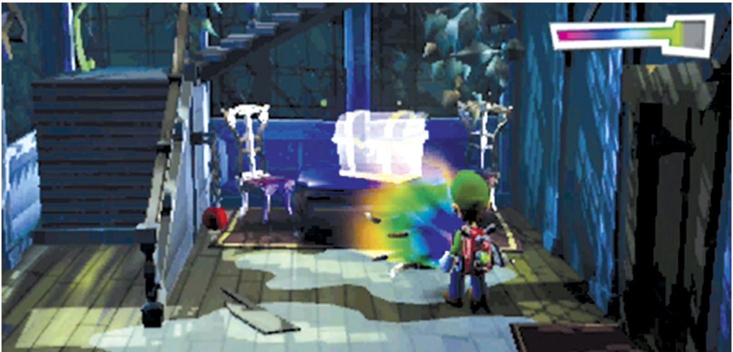
Boo Location



This mission's Boo is located in the Family Room. Use the Dark-Light Device to reveal the missing painting on the room's north wall, then straighten the painting to lure the Boo out of hiding. Use the established tactics to weaken and capture Boo B. Trap.



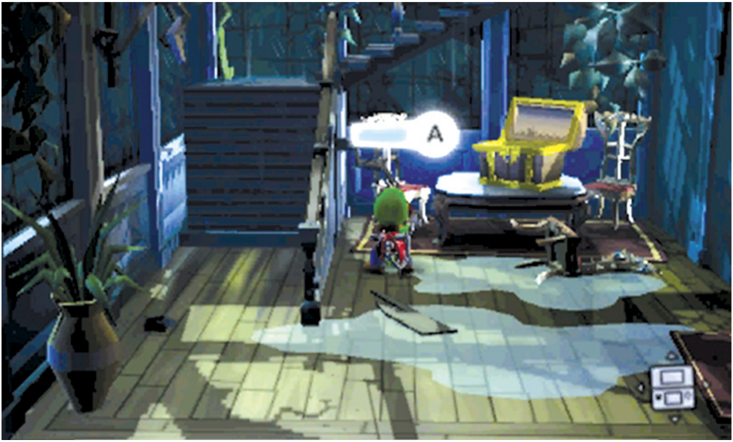
Search the room's remaining objects, then vacuum the jukebox along the west wall until it ejects a small stash of treasure. When you're ready, head through the nearby door to find the Solarium.



3 When you enter the Solarium, use the Dark-Light Device to reveal the hidden chest on the table. Open the chest to find the Spindle Emerald.

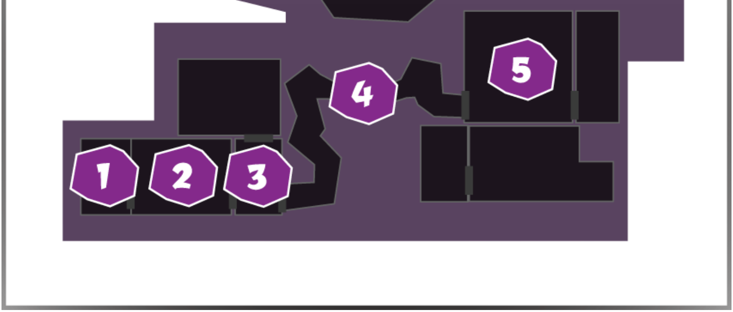
Gem Location

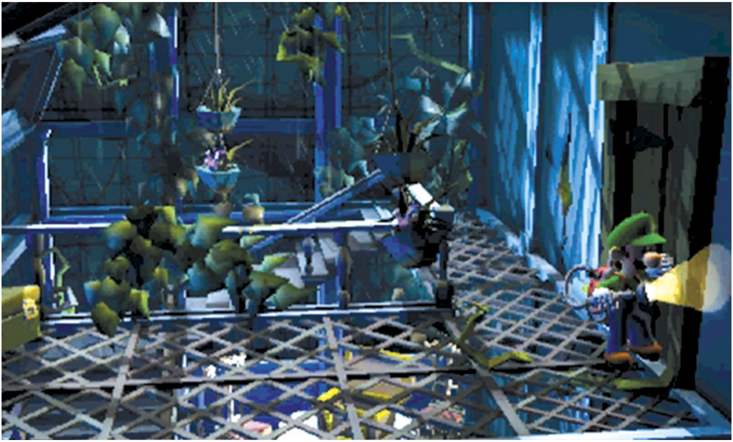
The Spindle Emerald is located in a hidden chest on the Solarium's F3 level. Use the Dark-Light Device to reveal the chest on the table, then open the chest and collect the Gem.



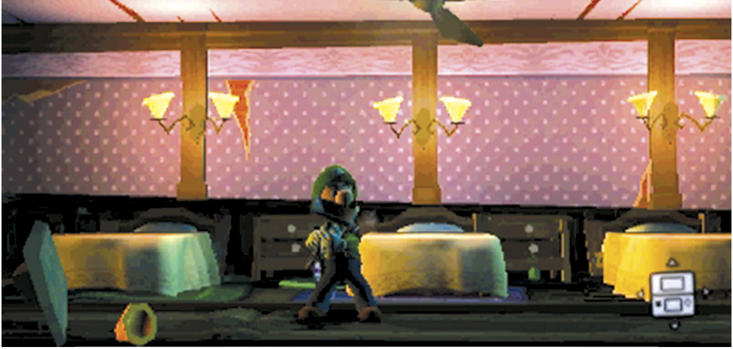
A-Pull the chain hanging from the guardrail to slide the first flight of stairs into place. When you're ready, climb the stairs up to level F4.

Reach Level F5

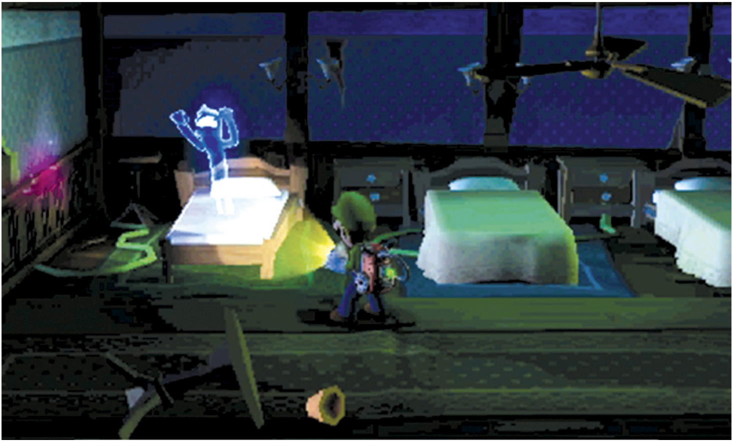




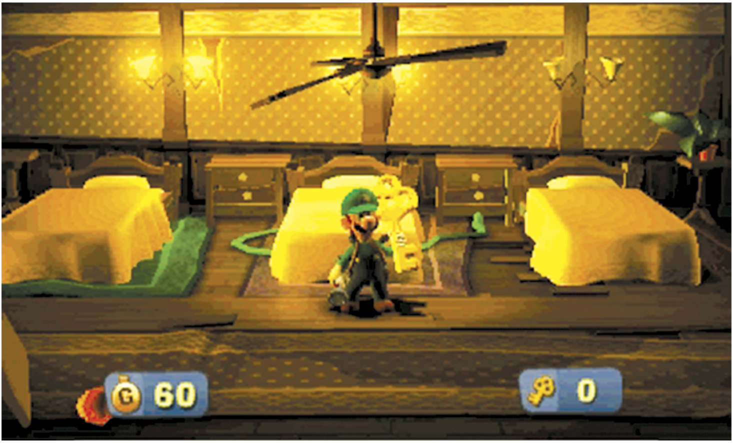
1 When you reach the top of the Solarium, use the hole near the door to peek into the West Bedroom. Check the toolbox in the southwest corner, then pass through the door.



2 When you first enter the West Bedroom, it looks nothing like it did through the peephole. Use the Poltergust to spin the ceiling fan until the north wall drops back, revealing the rest of the room.



As the wall slides into place, a Hider takes cover in each of the room's three beds. A-Pull the sheet from one bed, then capture the exposed Hider. When you do, the remaining ghosts peek out from their hiding spots and shuffle the beds in an effort to confuse you. As the beds flip around the room, you must keep track of which beds still contain Hiders.

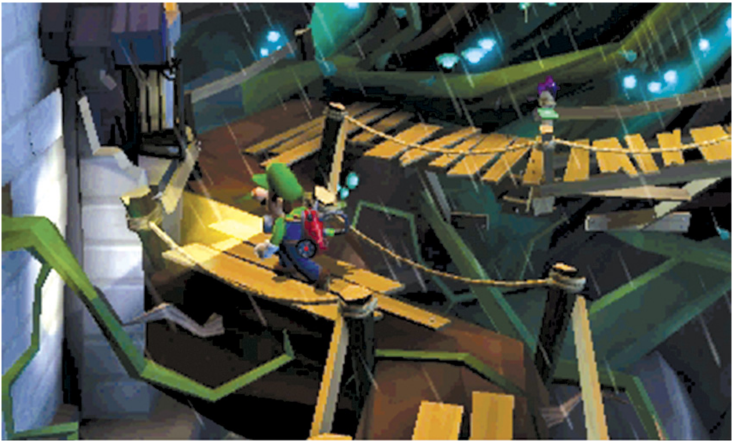


To make your choice, A-Pull the bed's sheet. If you choose correctly, capture the exposed Hider. If you choose the wrong bed, the remaining Hiders show themselves and reshuffle the beds. Capture all three Hiders and collect the Key they leave behind. Search the room, then unlock the door to the right and continue to the West Hall.

Key Location

Capture the three Hiders in the West Bedroom to collect a Key.

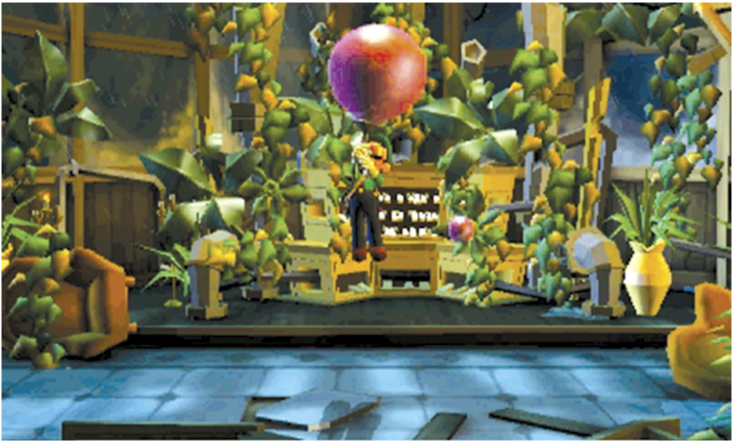
3 When you first arrive in the West Hall, the door to the West Bathroom is locked. You must return to this area after you locate another Key. Flash the spiders on the ceiling, then head through the door in the east wall to find the Crow's Nest.



4 When you first enter the Crow's nest, use the nearby window to peek into the West Bathroom. Follow the walkway as it weaves through the area, and use the Strobulb to flash any crows you see along the way. Pass through the door at the end of the walkway to enter the Conservatory.

Caution

The crows in this area are particularly aggressive. Watch for incoming attackers!

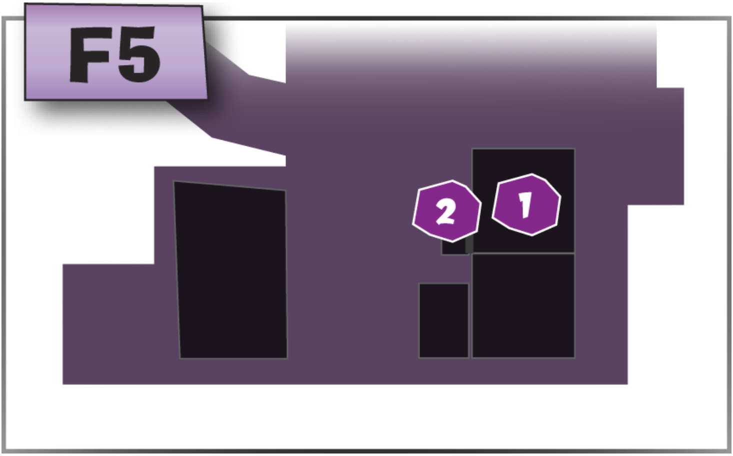


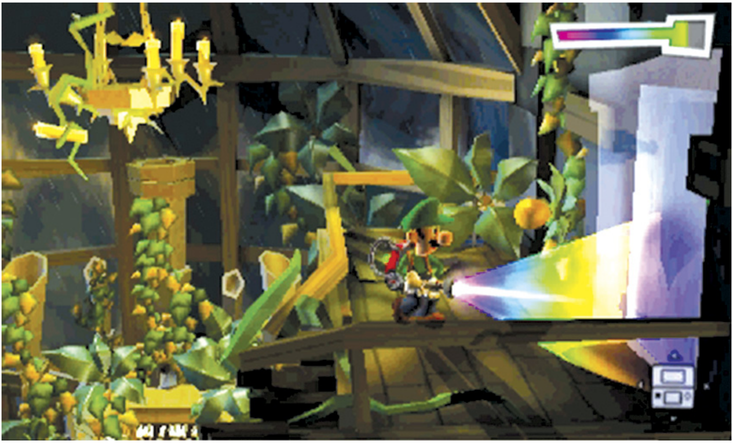
5 Search behind the Conservatory's pipe organ to collect some hidden treasure, then check the objects scattered around the room. When you're ready, use one of the bulbs growing on the organ to float up to level F5.

Caution

As you float toward the Conservatory's ceiling, take care to avoid the chandelier in the center of the room.

Find a Key

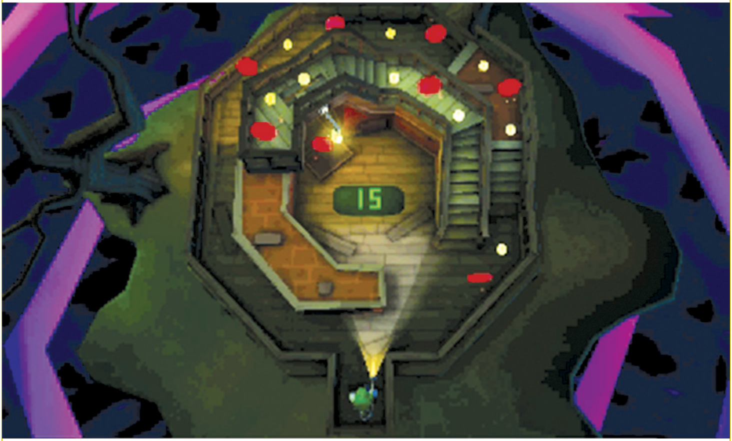




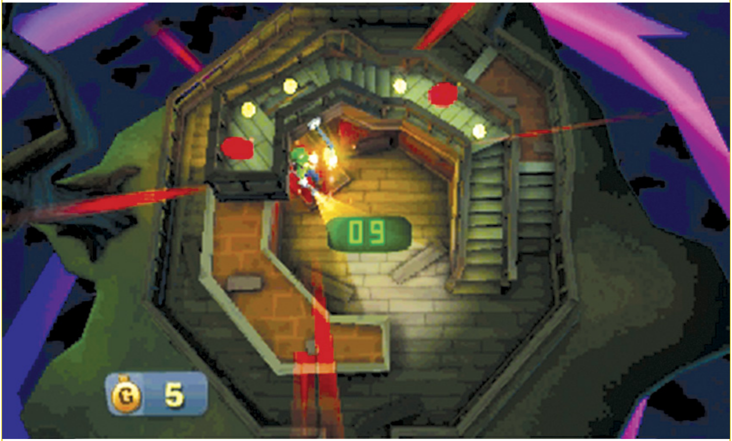
1 Touch down on the small platform on the room's east side to find a gold bulb and a suspicious light-gray patch on the wall. Clear the Poltergust's nozzle and use the Dark-Light Device to reveal the missing door. After you capture the Spirit Balls, open the door to find a bonus challenge.

Bonus Challenge: Conservatory Door

During B-4 Pool Party, the Conservatory contains a bonus challenge. Float up to the platform on the room's east side and use the Dark-Light Device to reveal the hidden door.



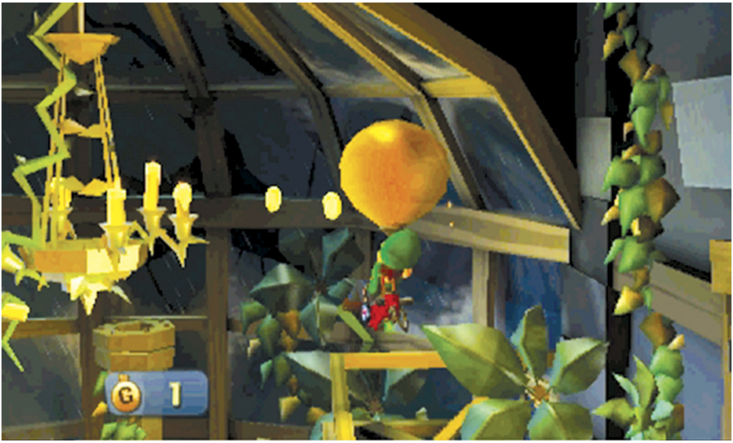
You must collect eight Red Coins within the allotted time. When the challenge starts, run to the right and collect the Red Coins along the maze's outer ring.



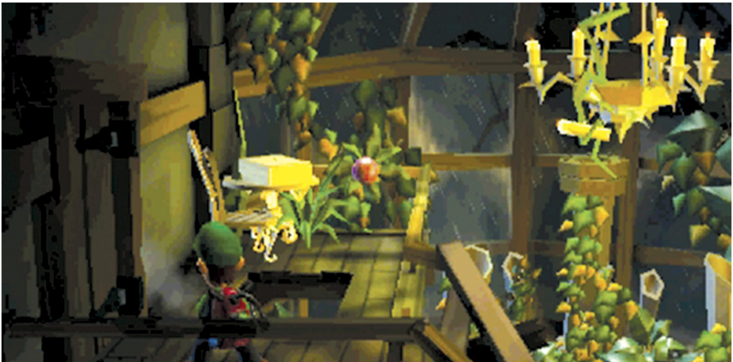
As you reach the maze's northwest corner, cut diagonally across the maze and collect the Red Coins from the inner ring. If you collect all eight Red Coins within the time limit, a chest appears at the center of the maze. Open the chest to collect the Coffin Emerald and return to the Conservatory.

Gem Location

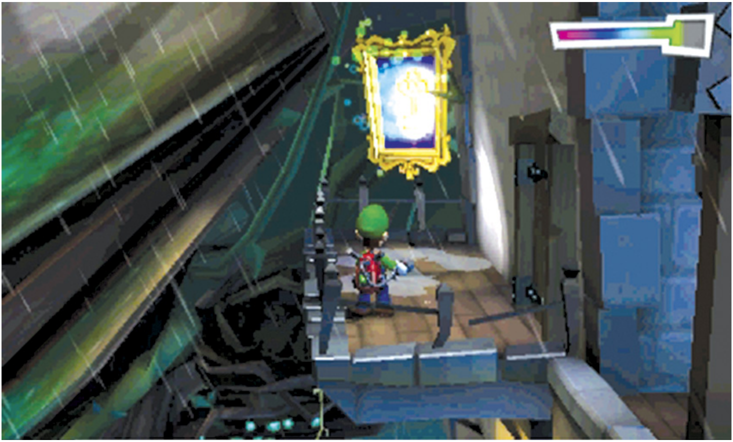
To find the Coffin Emerald, you must complete the bonus challenge on the F5 level of the Conservatory.



When you return to the Conservatory, vacuum the gold bulb to reveal a trail of coins. Collect all of the coins before they vanish to earn a chest full of treasure.



Use a fresh bulb to float back up to level F5, and touch down in the room's west side. As you do, take care to avoid the hole hidden under the rug. Head through the nearby door to find the F5 level of the Crow's Nest.

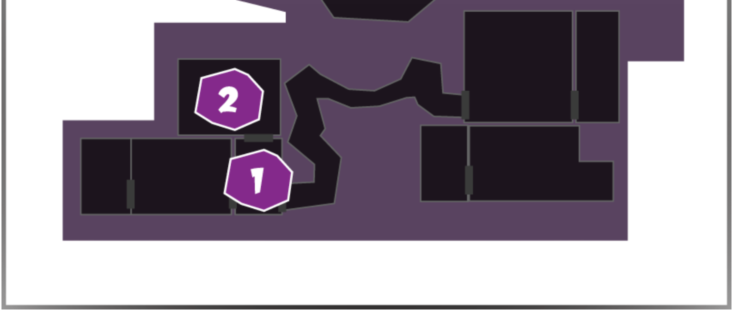


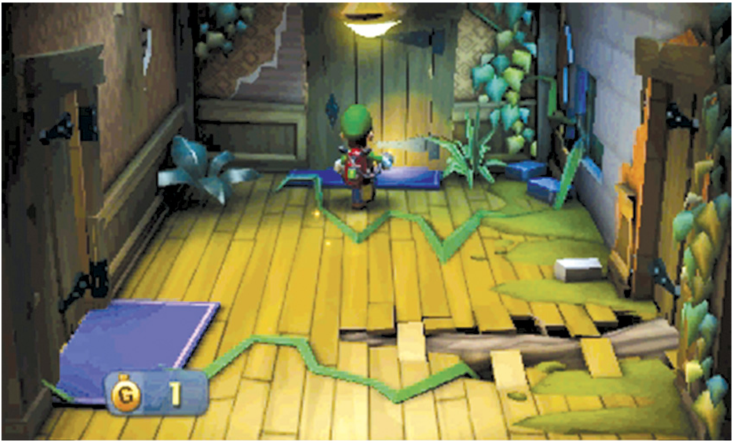
2 Use the Dark-Light Device to collect the Key from the framed sketch. You're now ready to unlock the West Bathroom. Head back into the Conservatory and use a fresh bulb to float down to level F4. Make your way back through the Crow's Nest and into the West Hall.

Key Location

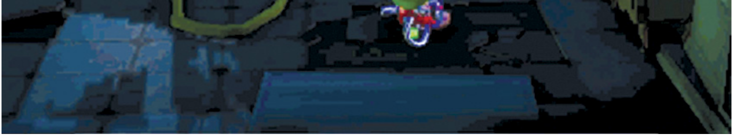
When you reach the F5 level of the Crow's Nest, use the Dark-Light Device to collect the Key from the framed sketch.

Reach the Rooftop Pool

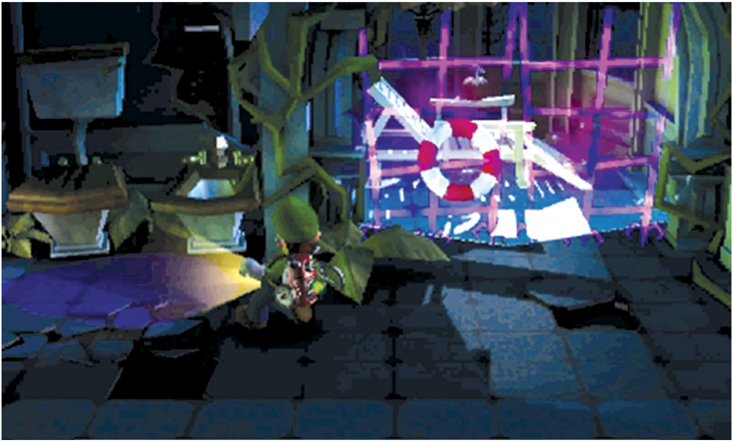




1 When you reach the West Hall, unlock the door on the north wall and enter the West Bathroom.



2 When you step into the West Bathroom, approach the sinks until a Slammer appears in the mirrors, then use the reflection to approximate the invisible enemy's location. Flash the Strobulb to reveal the lurking Slammer, then latch on and capture it. As the Slammer struggles, two Greenies appear in the room. Dodge incoming attacks, but make sure you stay within the room's east half.



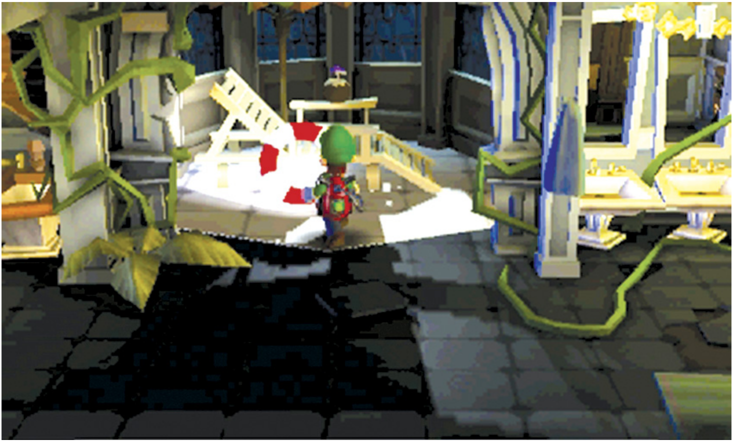
Once you clear out the first three ghosts, carefully approach the toilet near the room's northwest corner. Shine the Dark-Light Device on the purple puddle to reveal a hidden Creeper. When the ghost shows itself, flash it with the Strobulb and capture it with an A-Pull.

Tip

Unlike most ghosts, Creepers don't take damage during a battle. When you latch onto a Creeper, a single A-Pull is always enough to capture it.

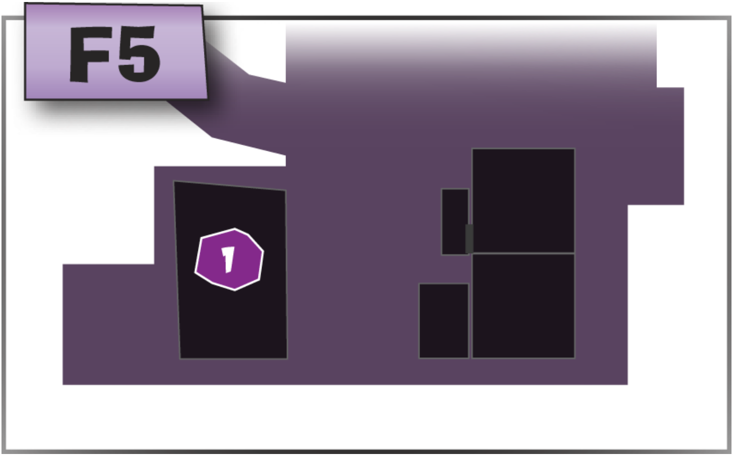
Caution

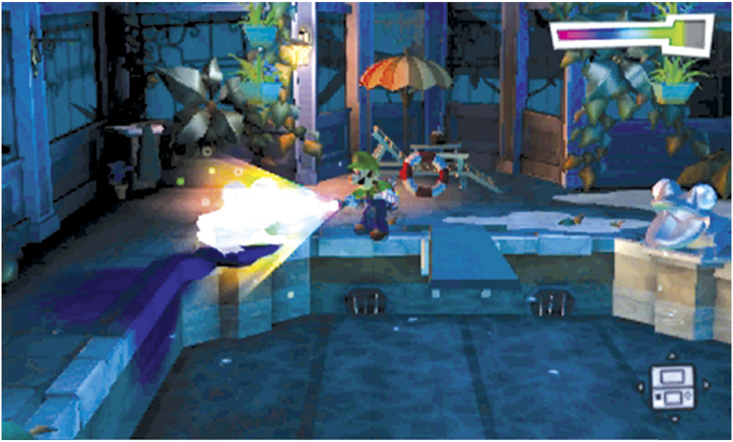
Once a Creeper grabs onto you, it doesn't want to let go. If you fall into a Creeper's trap, repeatedly tap the buttons on your Nintendo 3DS system until you free yourself.



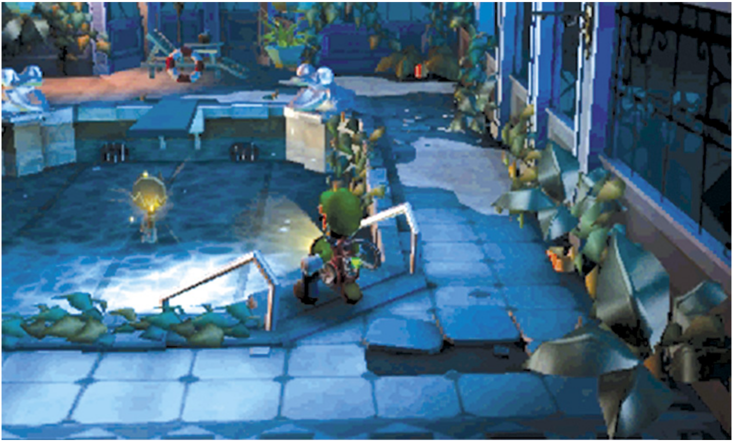
Search the objects throughout the West Bathroom, and A-Pull the towel and the toilet paper near the west wall. When you're ready, climb onto the patio lounge and ride up to the Rooftop Pool.

Find the Special Key

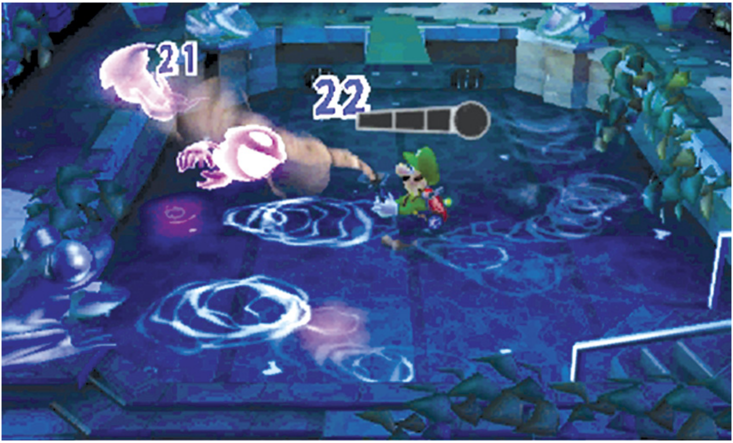




1 When you reach the Rooftop Pool, use the Dark-Light Device to reveal the missing statue at the water's northwest corner.



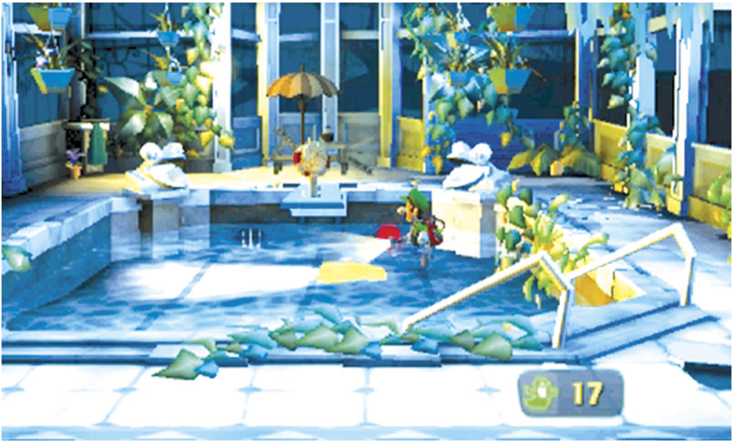
After you capture the Spirit Balls, the newly revealed statue spits the Special Key into the water. Search the objects around the room's perimeter, then head down the steps and collect the Special Key to trigger a short cinematic.



A Sneaker appears, snatches the Special Key away from you, and vanishes. Stand in the center of the pool and watch for signs of movement. As the Sneaker floats through the area, it creates ripples in the water. Once you pinpoint its location, flash it with the Strobulb and latch on with the Poltergust. When you capture the first ghost, three more Sneakers appear in the pool.

Note

Sneakers rarely show themselves before they're within striking distance. When a Sneaker gets within range, it either swings at you or startles you. Either of these actions will free any ghost you're attempting to capture.



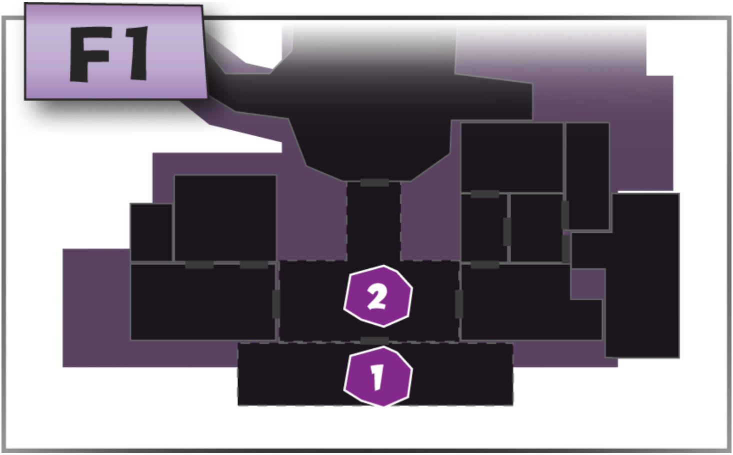
Dealing with multiple Sneakers can be very difficult, so keep a close eye on the water. If an untethered Sneaker moves too close, release your target and move to a safer area. When you capture all of the Sneakers, the Special Key appears on the diving board. Collect the Special Key to trigger a cinematic, then answer the Duel Scream to complete the mission and return to the Bunker.

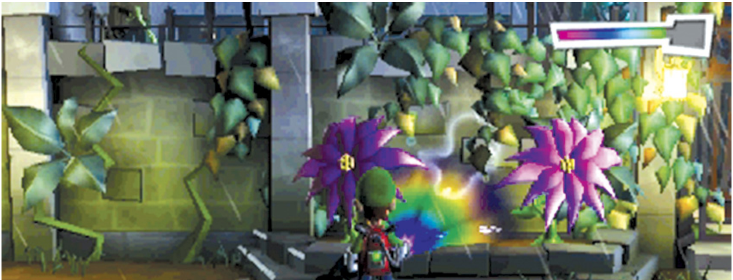
B-5 Doggone Key

Professor E. Gadd's Mission Description

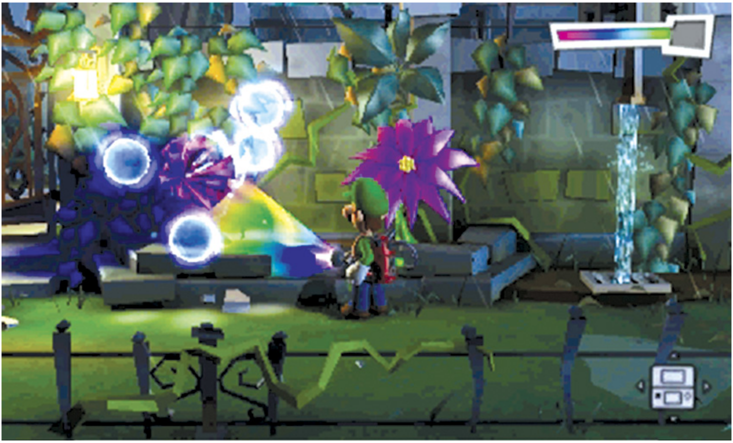
A very frisky spectral pooch leads to the Special Key that we need! Track the dog down and get that Key!

Follow the Trail to the East Tower

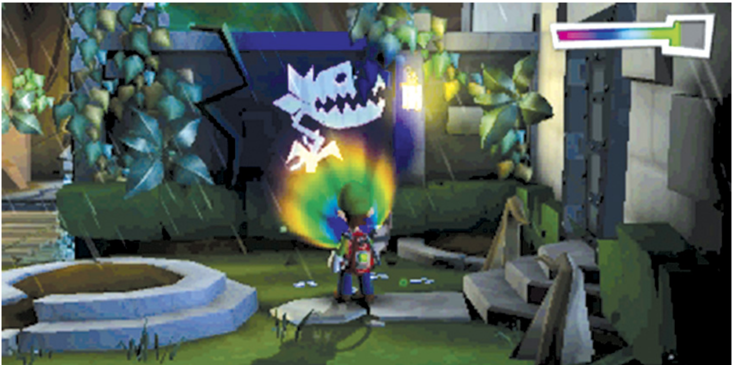




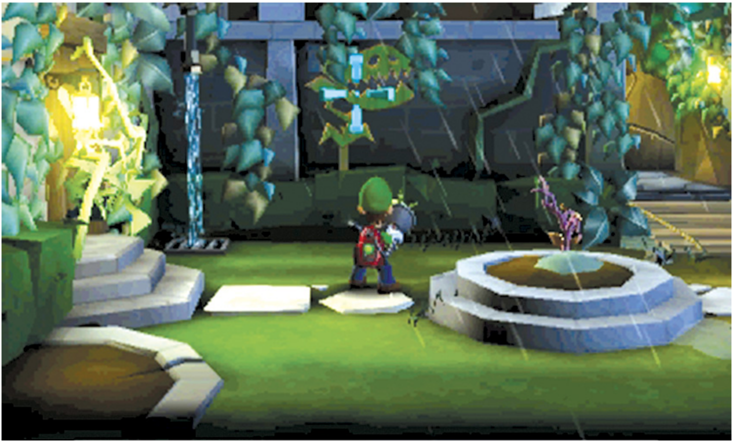
1 When the mission starts, the Polterpup leaps through the wall at the north edge of the Haunted Tower Entrance. Use the Dark-Light Device to reveal the Polterpup's trail, then search the rest of the area.



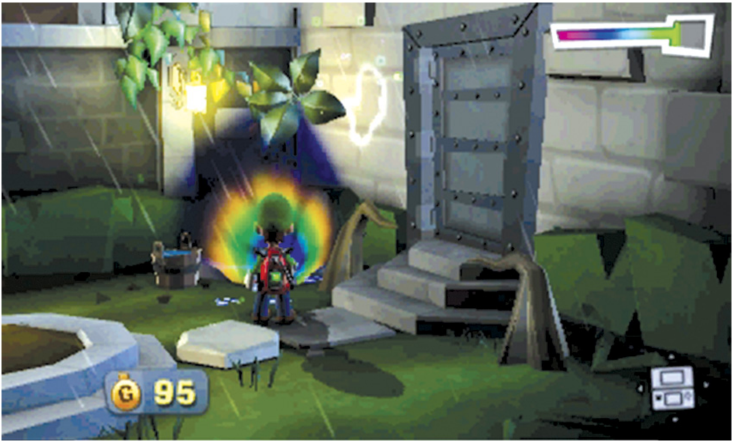
Use the Dark-Light Device to reveal the missing flower in the eastern flower bed. After you capture the Spirit Balls, flash the purple flower and collect the resulting treasure. Search the nearby tree to coax a gold frog out of hiding. Flash the frog, then head through the gate and enter the Courtyard.



2 When you enter the Courtyard, the Polterpup disappears into the east tower. Before you follow, step on the pressure switch near the area's east edge. Use the Dark-Light Device to reveal the cardboard flytrap on the north wall.



After you capture the Spirit Balls, move to the west half of the Courtyard. Grab a seed pod from the gnarled plant and step on the nearby pressure switch. Shoot the cardboard flytrap on the west side of the area, then repeat the process on the area's east side to destroy the remaining cardboard flytrap.

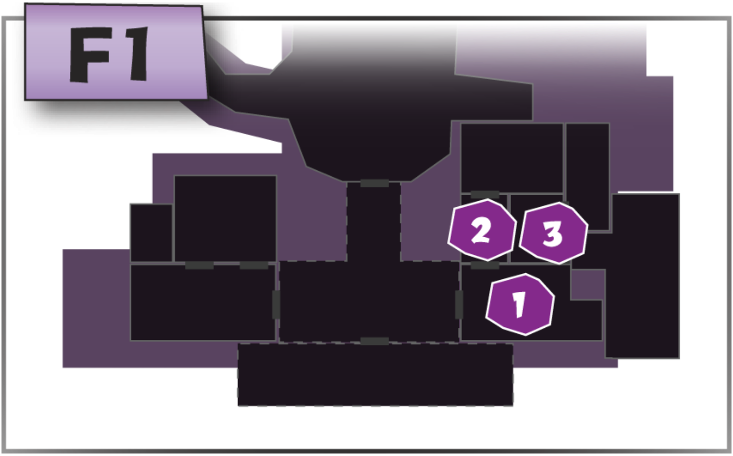


Complete your search of the area, then follow the Polterpup's trail into the east tower.

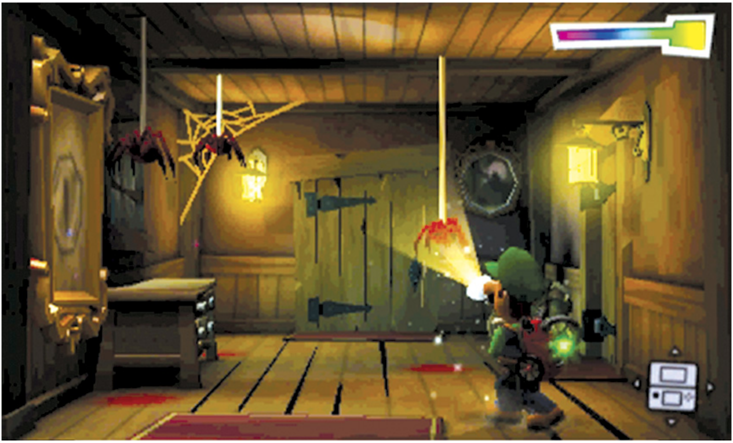
Tip

During this mission, most previously visited areas are accessible. However, there's not much to gain by deviating from the Polterpup's trail. Stay on-course to help ensure a 3-star rating!

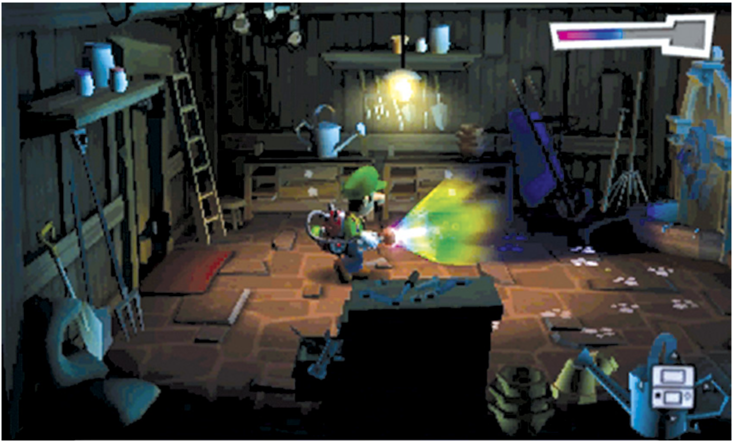
Follow the Trail to the Tool Shed



1 The Polterpup's trail runs through the Hydro Generator area, ending at the north wall, just above the machinery. Search the objects scattered around the room, then head through the door in the northwest corner to enter the East Hall.

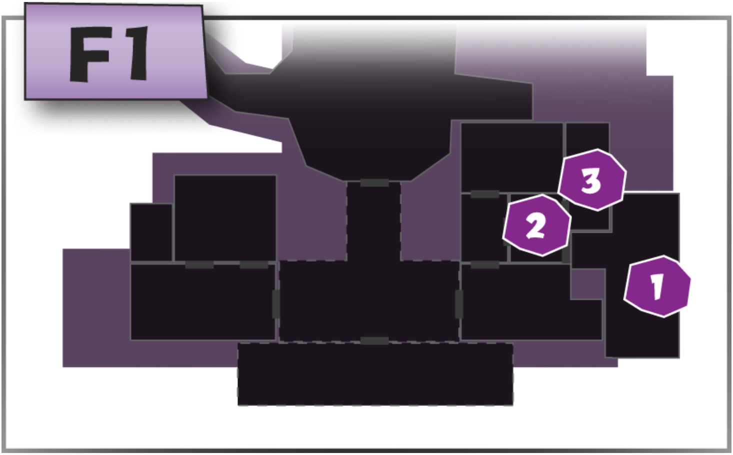


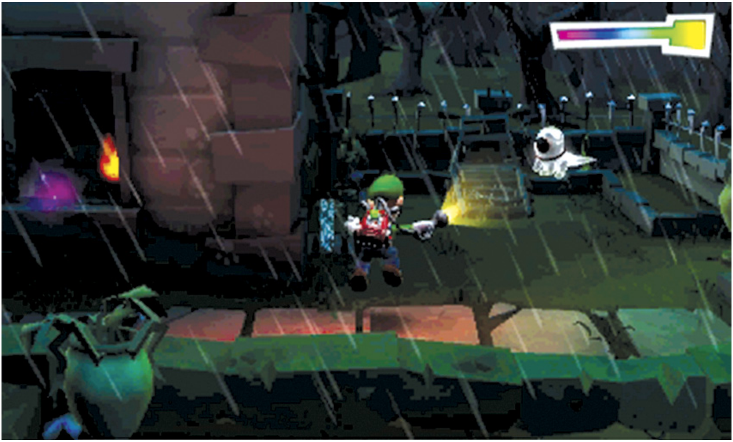
2 Flash the spiders in the East Hall, use the Dark-Light Device to draw the treasure from the framed sketch, and search the remaining objects. When you're ready, head through the door in the east wall to pick up the Polterpup's trail in the Tool Shed.



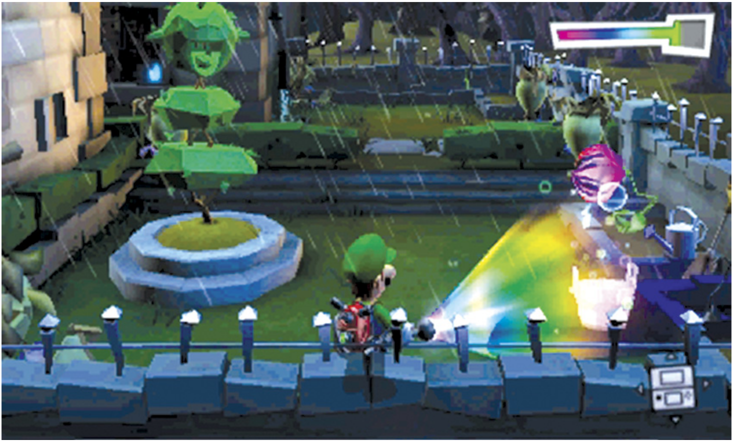
3 The trail curves along the edge of the Tool Shed, ending at the drawers along the north wall. Search the drawers to draw the Polterpup out of hiding. Check the remaining objects, then use the door in the southeast corner to follow the Polterpup into the Garden.

Follow the Trail to Level F2

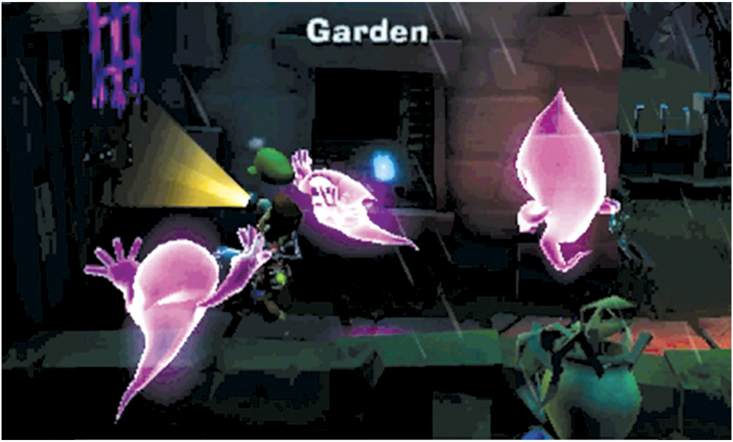




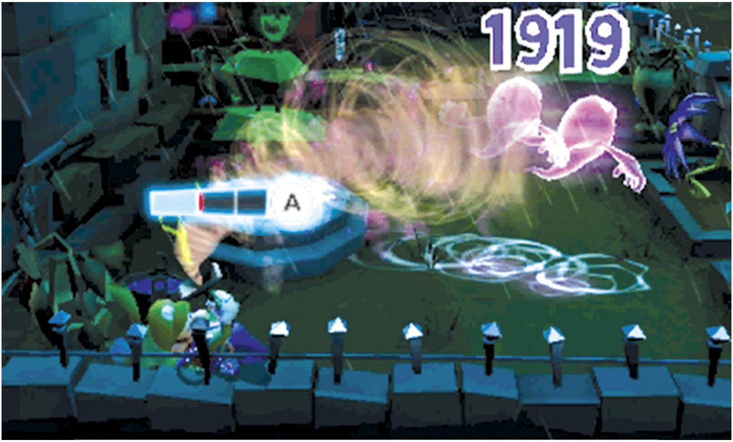
1 When you find the Polterpup in the Garden, it starts the mower and leaps back through the wall. Before you follow it, take a moment to search the Garden.



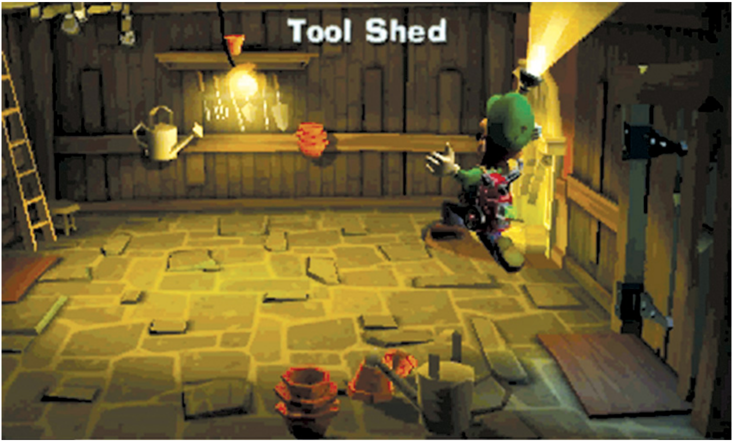
Use the Dark-Light Device to reveal the bucket in the garden's southeast corner, then fill the bucket at the pipe to the north. Water the sprouts planted along the Garden's perimeter, and flash the resulting purple flowers.



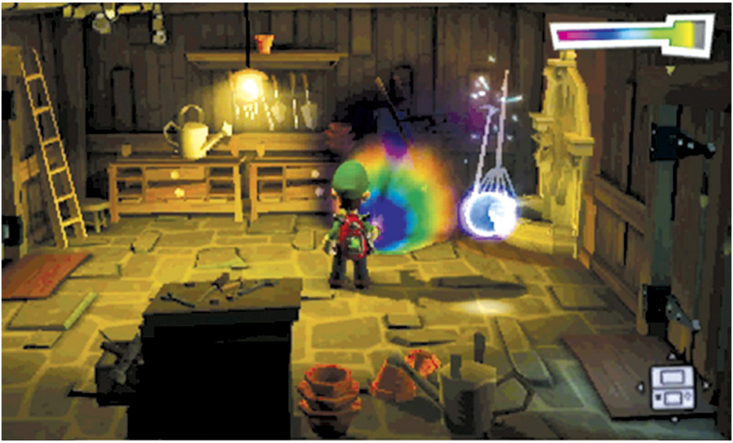
When you're finished searching the Garden, peek through the window to see the Polterpup playing in the Toolshed Stairs. When you attempt to use the nearby door, three Sneakers spring an ambush.



Run down to the south half of the Garden and take cover behind the tree sculpture. When they Sneakers approach you, they create ripples in the thin layer of water. Flash these unsuspecting attackers as they move into range. After you capture all three Sneakers, leave the Garden and return to the Tool Shed.

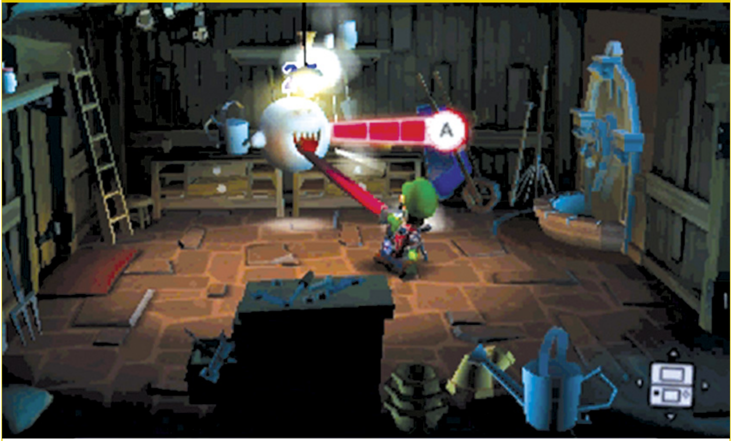


2 When you return to the Tool Shed, most of the furniture has vanished! Use the Dark-Light Device to reveal all of the hidden objects.

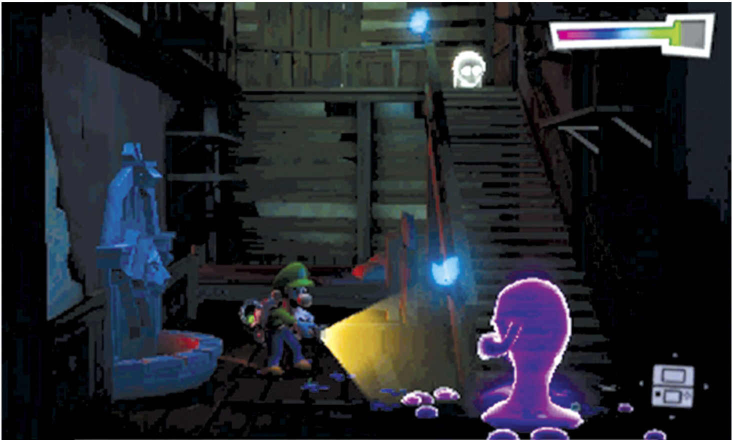


Reveal the tool chest in the foreground, then reveal the drawers, the wheelbarrow, and the garden tools along the north wall. Once all of the missing objects are back in place, French Boodle appears. After you capture the Boo, examine the fountain in the northeast corner to enter the Toolshed Stairs.

Boo Location

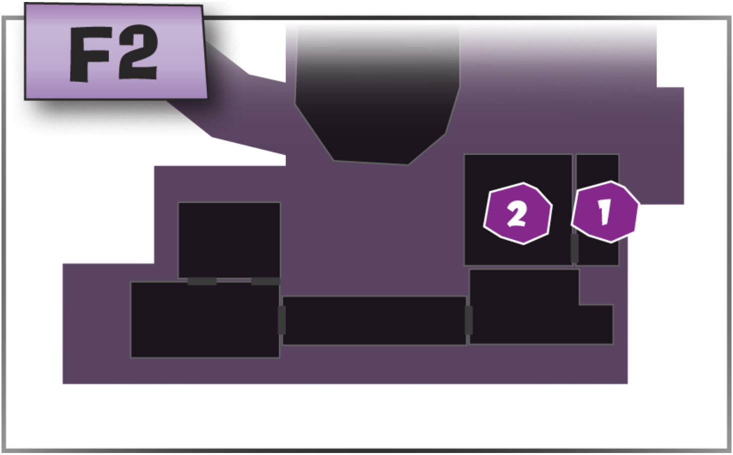


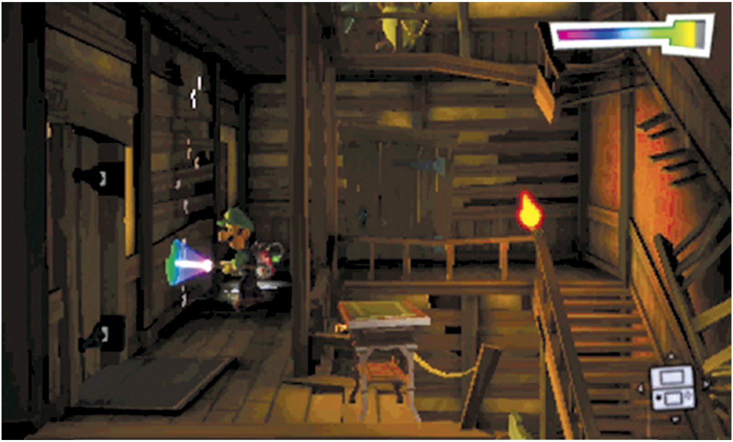
This mission's Boo is hiding in the Tool Shed. After you visit the Garden, return to the Tool Shed and use the Dark-Light Device to reveal all of the missing objects. Use the established tactics to weaken and capture French Boodle.



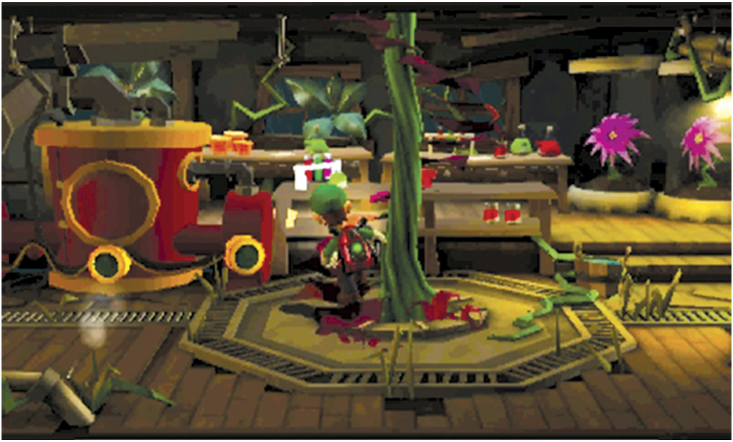
3 When you enter the Toolshed Stairs, the Polterpup runs up the stairs. Before you follow, use the Dark-Light Device to reveal the Creeper hiding in the room's southeast corner. Capture the enemy when it shows itself, then head upstairs to track down the Polterpup.

Follow the Trail to Level F3



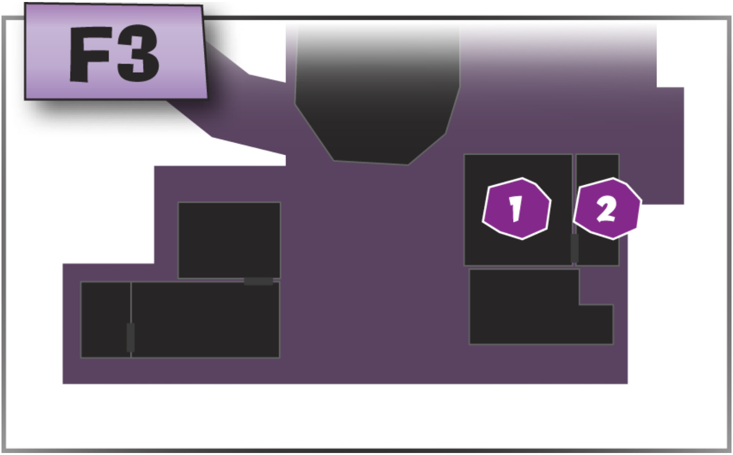


1 When you reach level F2, avoid the false door on the north wall. The Polterpup's trail leads straight up to level F3. Search the table in the foreground, then use the door in the southwest corner to enter the Botany Lab.

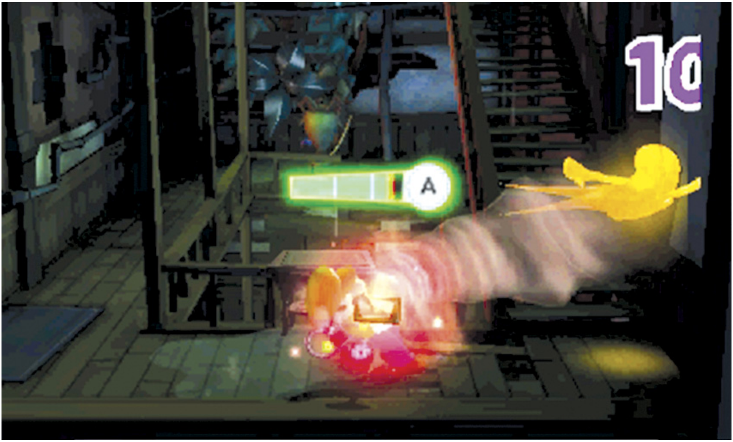


2 If you've already collected the Football Emerald from the Botany Lab, there's no need to use the water pump. Search the area for treasure, then use the stalk to climb to the Seedling Laboratory.

Follow the Trail to Level F4

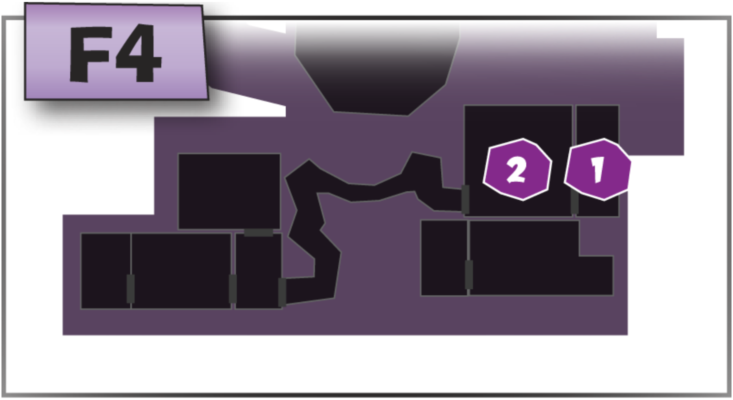


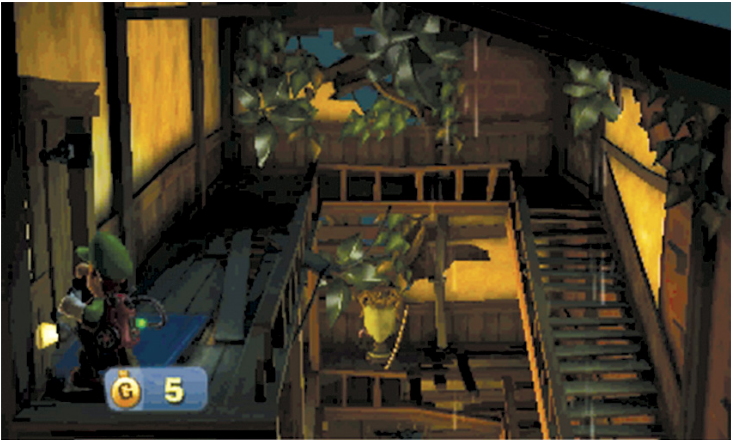
1 When you reach the Seedling Laboratory, use the Strobulb to clear the spiders from the room. Search the area for treasure, then head through the door to enter the Toolshed Stairs' F3 level.



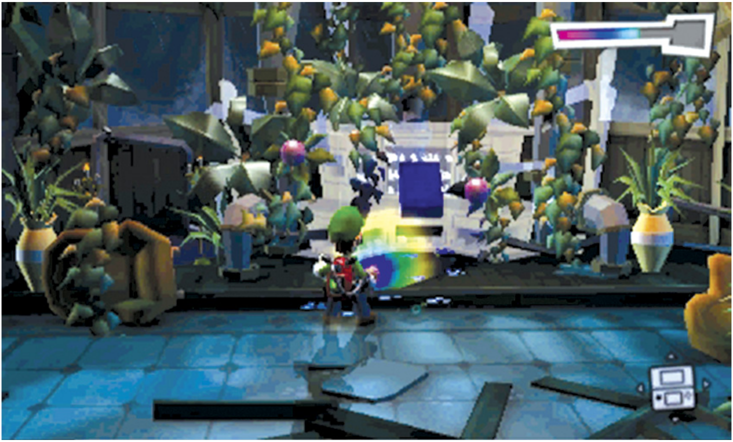
2 When you step into the Toolshed Stairs, the Polterpup jumps through the wall. If you follow the trail back into the Seedling Laboratory, you'll see it leads up to level F4. Before you leave the area, fire up the Poltergust to attract nearby bats. Flash the pests as they fly into range, then search the table by the stairs to find a Gold Greenie. After you capture the fleeing ghost, collect the treasure and head upstairs.

Find the Polterpup in the Conservatory

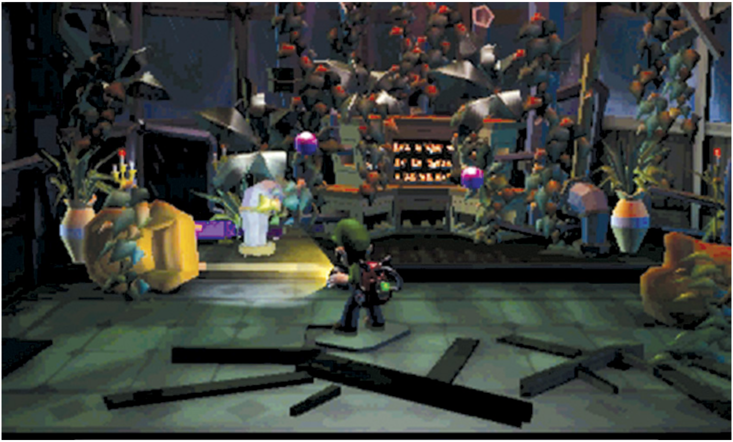




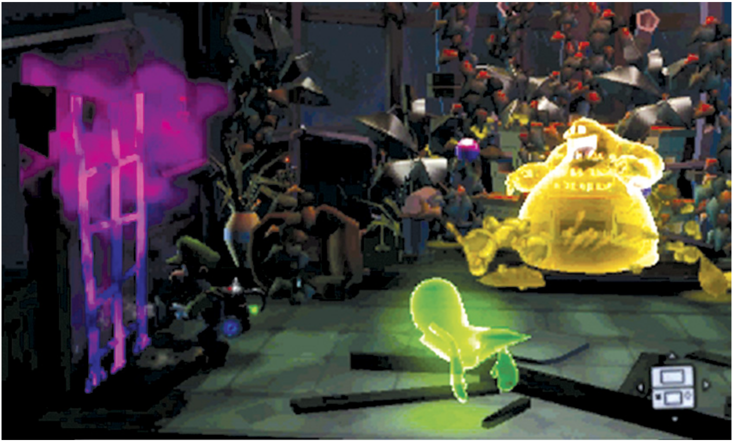
1 When you reach the top of the Toolshed Stairs, flash any remaining bats, then head through the door to enter the Conservatory.



2 When you enter the Conservatory, the Polterpup's trail leads to the north. Use the Dark-Light Device to reveal the missing pipe organ, then vacuum the sheet music from the instrument.



Use the Dark-Light Device to reveal the Creeper hiding near the room's northwest corner. Capture the Creeper to clear the path along the north wall, then play the pipe organ to reveal the Polterpup.

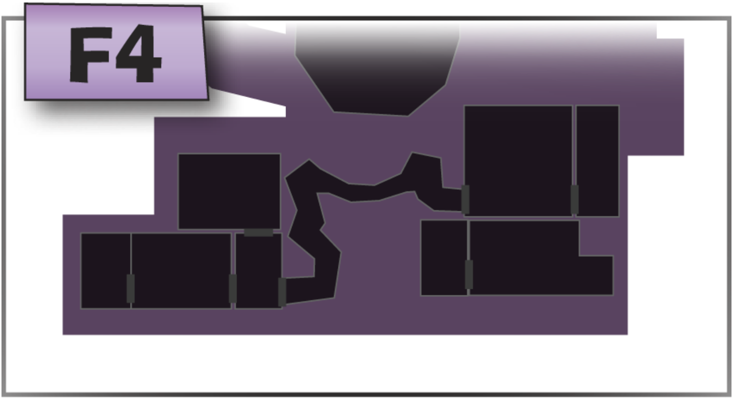


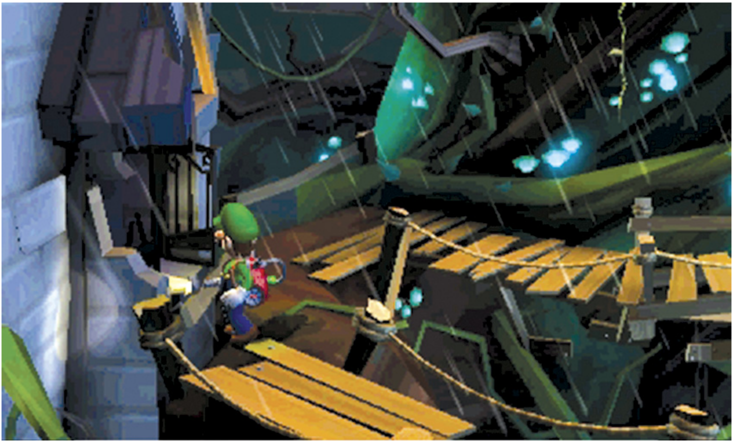
Follow the Polterpup behind the organ and wait for it to leave the area. When you attempt to follow, a Gobber and three Greenies appear in the room. Clear all of the enemies in the area, then continue out to the Crow's Nest and pick up the Polterpup's trail.

Tip

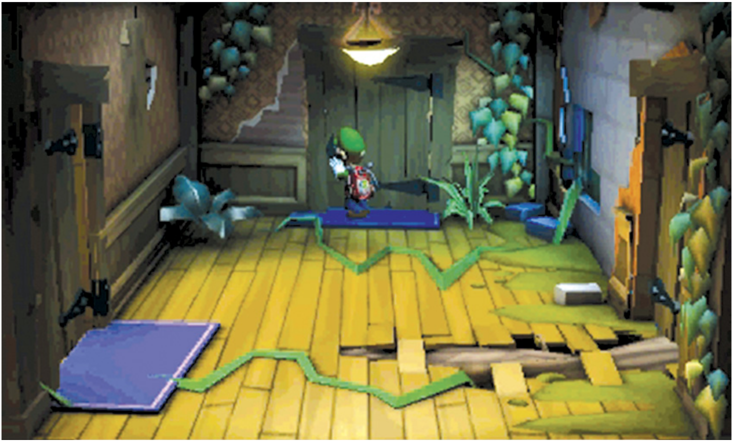
Remember to capture all of the Greenies before you deal with the Gobber. The Gobber is a powerful ghost, but its limited attack range makes it the easiest ghost to avoid.

Capture the Polterpup

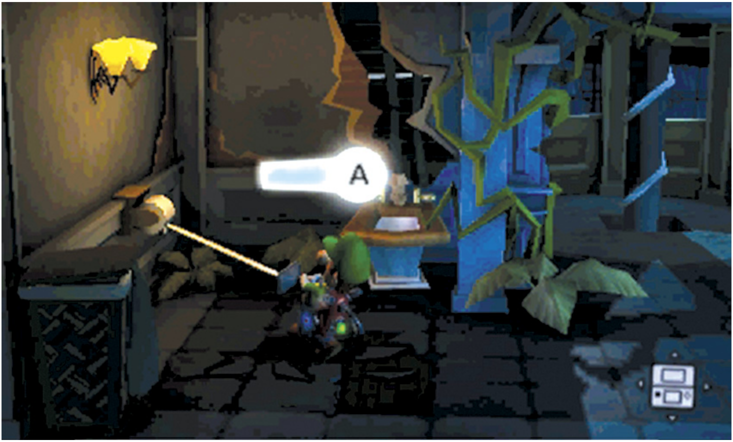




1 Follow the walkway through the Crow's nest. When you approach the end of the walkway, peek into the window to spot the Polterpup in the West Bathroom. When you're ready, follow the path into the West Hall.



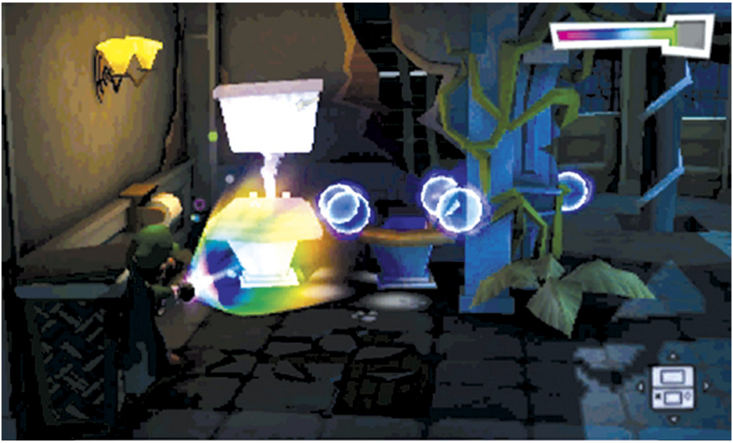
2 When you arrive in the West Hall, there aren't any ghosts in the area. Use the door on the north wall to enter the West Bathroom.



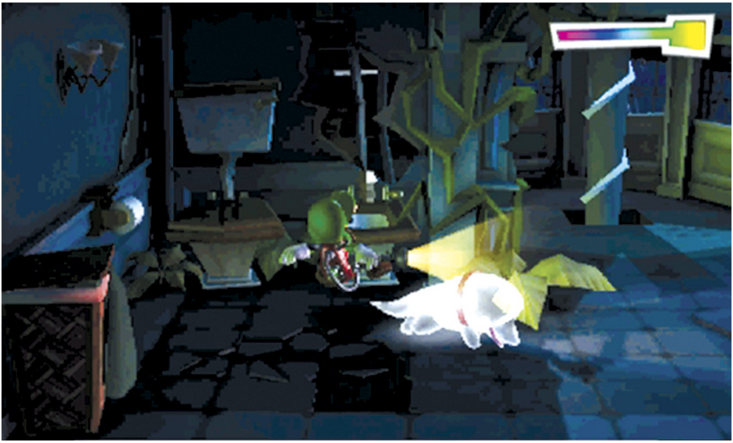
3 When the Polterpup spots you, it leaps out of view and hides somewhere in the area. As you search the room, A-Pull the toilet paper on the west wall to find the Mushroom Emerald.

Gem Location

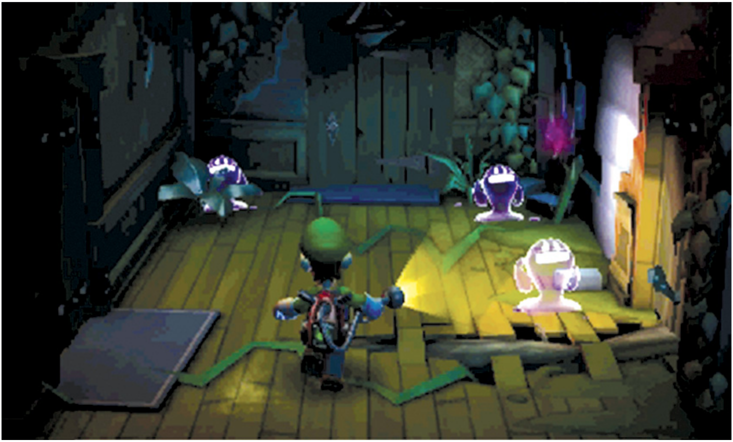
To find the Mushroom Emerald, A-Pull the toilet paper roll in the West Bathroom.



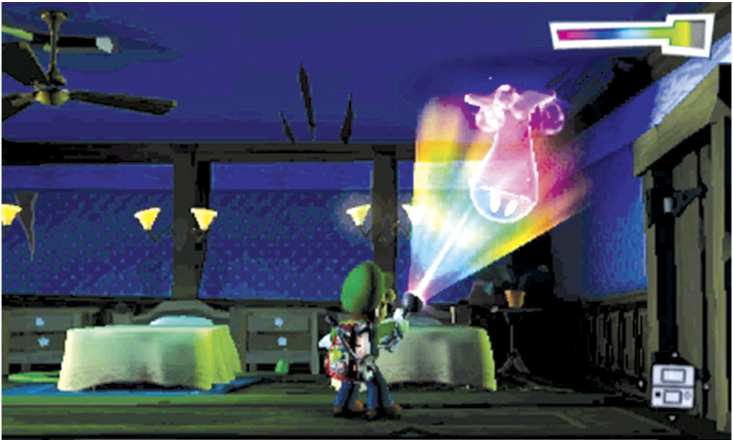
Use the Dark-Light Device to reveal the missing toilet, then open the lid to find a hidden treasure stash.



When you're ready, check the bidet near the toilet. The Polterpup knocks you to the ground and jumps through the wall. After you recover, head for the West Bedroom.



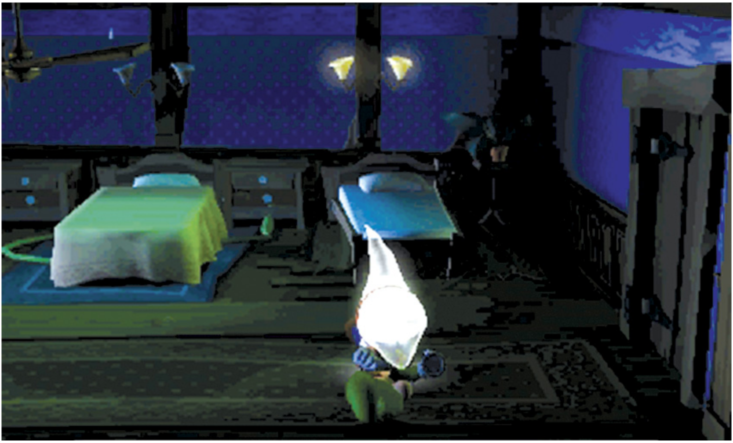
When you step out of the West Bathroom, you find that three tiny Creepers have appeared in the West Hall. Run to the far end of the room, and charge the Strobulb while the miniature enemies follow you. As they move closer together, release the flash to clear the room with a single shot. When you're ready, use the door to the left to enter the West Bedroom.



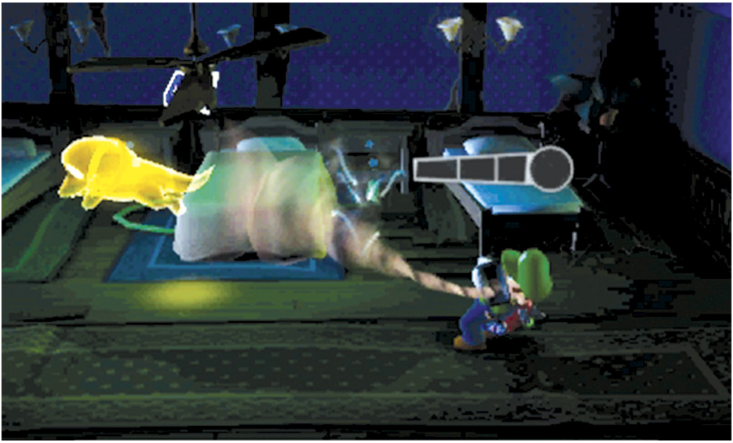
4 As you step into the West Bedroom, look for the purple stain on the ceiling. Move into the room without stepping under this hidden Creeper, then use the Dark-Light Device to force the ghost into the open. After you capture the Creeper, search the area for hidden treasure.

Tip

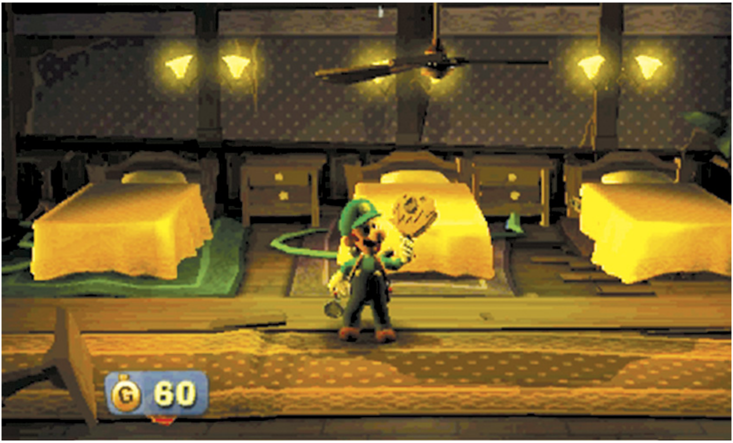
Use the Poltergust to spin the ceiling fan until it produces some treasure.



When you're ready, use the Dark-Light Device to pick up the Polterpup's trail. When you reach the end of the trail, A-Pull the sheets from the indicated bed. Once again, the Polterpup knocks you to the ground. This time, however, the Polterpup stays nearby as you get back to your feet.



When you recover, flash the Polterpup and latch on with the Poltergust. Charge the Power Gauge and A-Pull the Polterpup until you capture it.



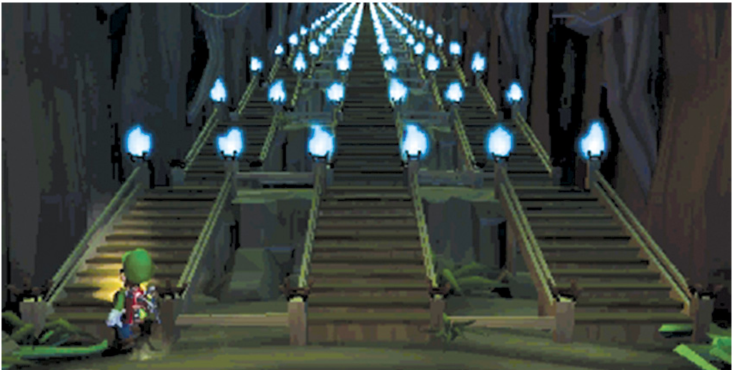
Collect any remaining treasure, then grab the Special Key the Polterpup left behind. Answer the Duel Scream to complete the mission and return to the Bunker.

Tree Topping

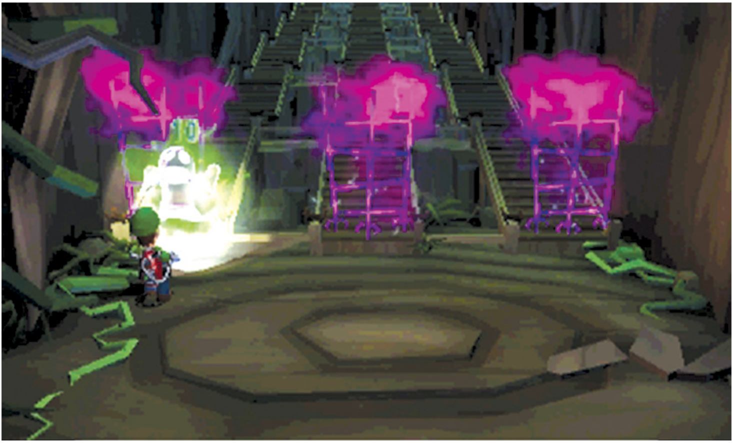
Professor E. Gadd's Mission Description

We've finally got our mitts on that elusive Special Key! Now we've just got to get to the treetop and grab the Dark Moon piece.

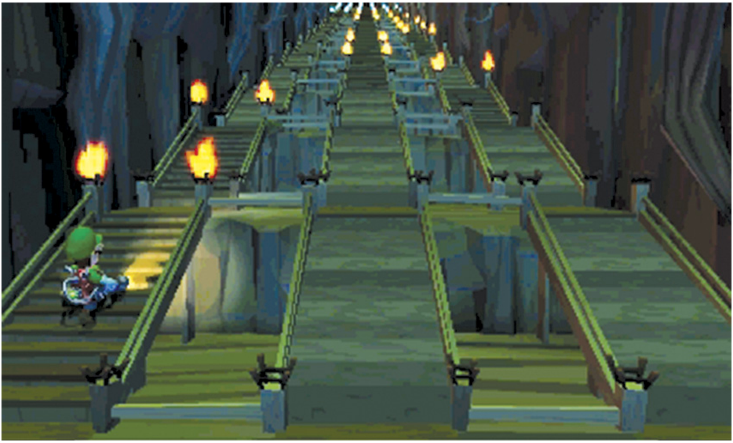
Climb the Eerie Staircase



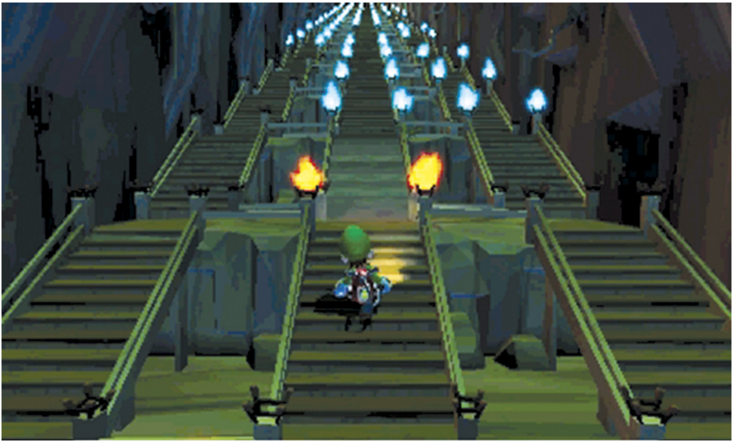
When the mission starts, you find yourself in the Eerie Staircase, the hidden area beyond the scary door at the top of the Hollow Tree. The area contains dozens of landings, and each landing offers three potential paths.



When you choose the correct path, you can climb to the next landing; each time you choose an incorrect path, you slide down to the bottom of the Eerie Staircase. Whenever this happens, you must capture the ghost that appears and make your way back up the stairs.



Each time you reach a new landing, the flames change to indicate the path that lead you to that point. When you drop down to the bottom of the Eerie Staircase, simply follow the orange flames to retrace your steps.

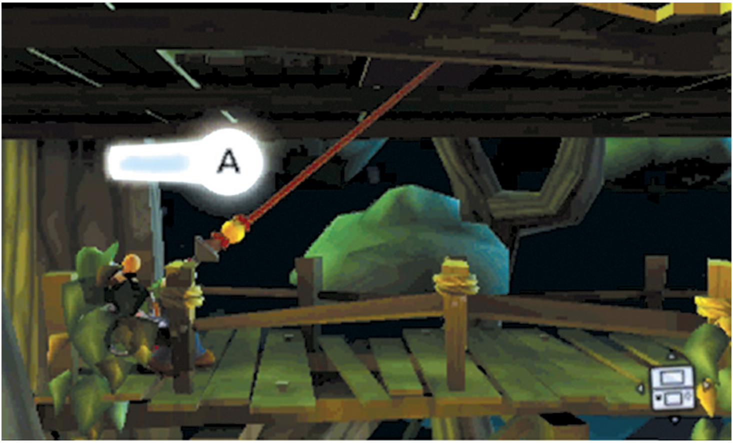


When you're forced to retrace your steps, watch the flames for helpful cues. As you approach the end of your established path, look for any flames that flicker or burn noticeably smaller than the others. These temporary changes indicate the correct paths ahead. If you pay attention, you can progress through the area fairly quickly.

Note

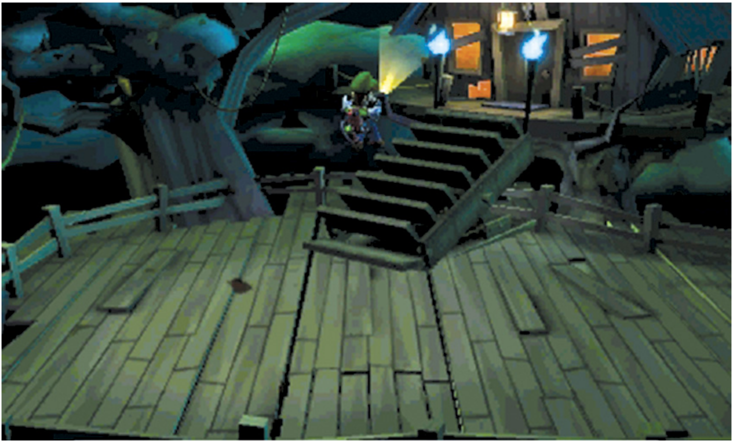
The correct path through Eerie Staircase changes each time you play the mission.

When you reach the top of the stairs, A-Pull the knotted vine three times. When the wall crumbles, continue along the path.

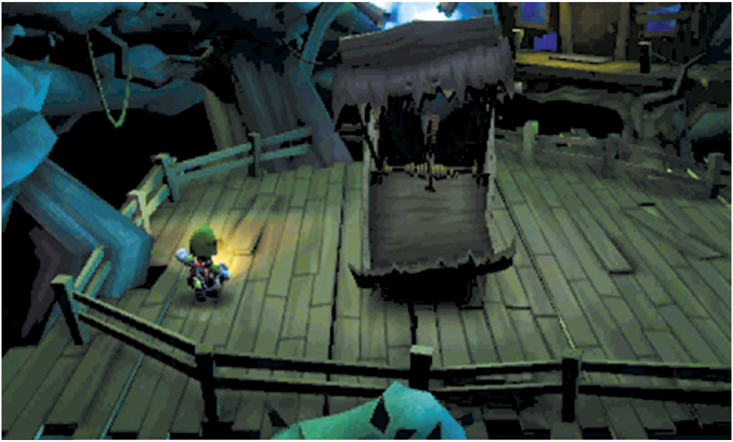


Vacuum the purple weeds at the end of the path, then A-Pull the cord to reveal a ladder. When you're ready, climb to the Tree House.

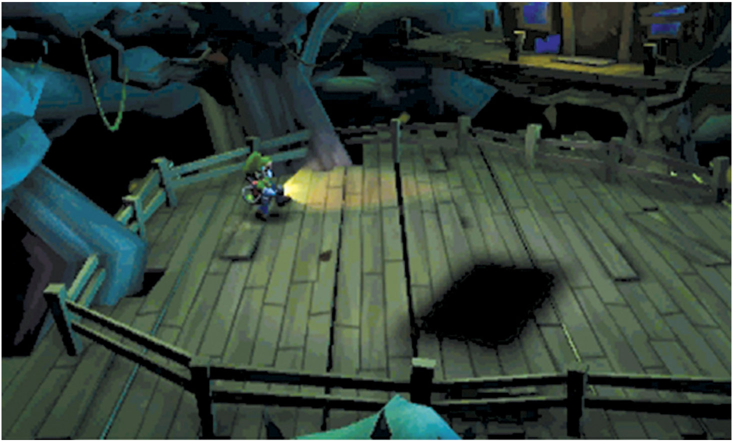
Phase 1



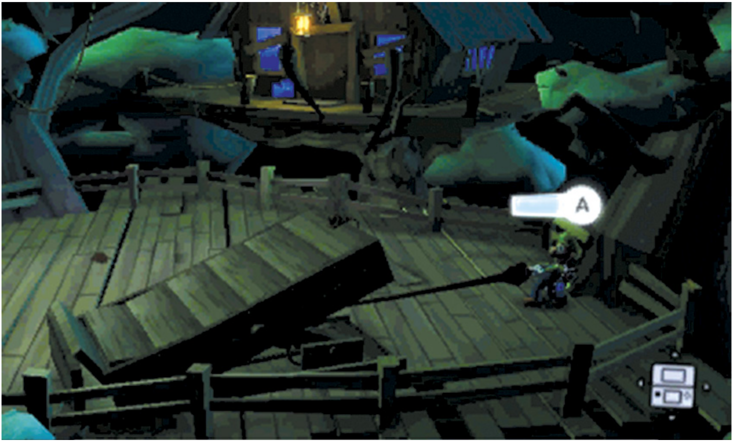
When you reach the Tree House, the Harsh Possessor is hiding. To begin the battle, climb the stairs up to the porch. The possessed stairs toss you to the ground and turn to face you—the Harsh Possessor has transformed them into a giant set of jaws.



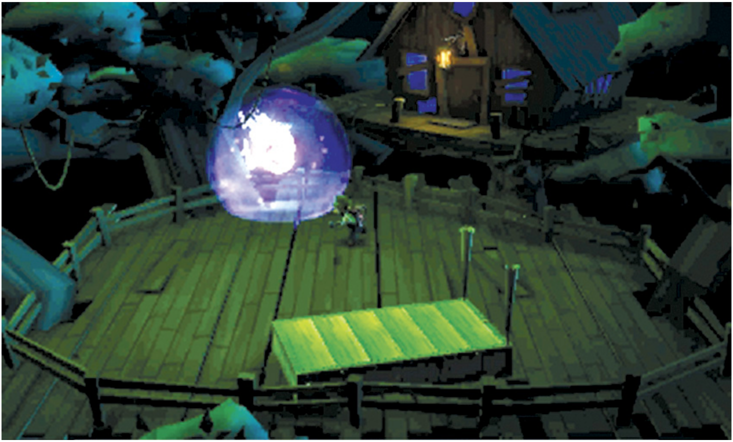
During the battle's first phase, it's fairly easy to avoid taking damage. Simply circle the stairs as they lunge at you.



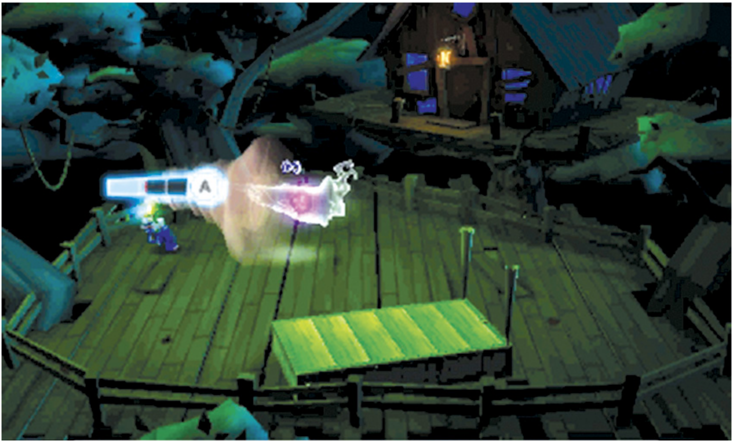
When the stairs leap into the air, look for the shadow on the ground. As the shadow moves, adjust your position to avoid the stairs when they land.



When the stairs come crashing down, the impact stuns the mechanical monster. A-Pull the knotted rope at the end of the stairs to eject the Harsh Possessor.

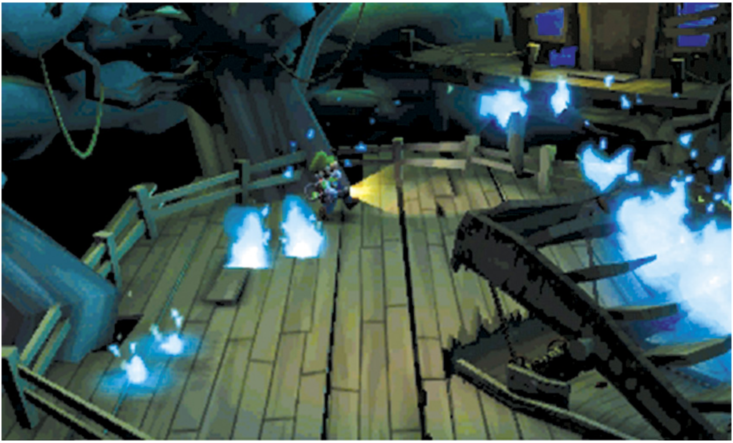


If possible, flash the Harsh Possessor before it recovers. Otherwise, dodge its charge attacks, then flash it when it drops its shield.

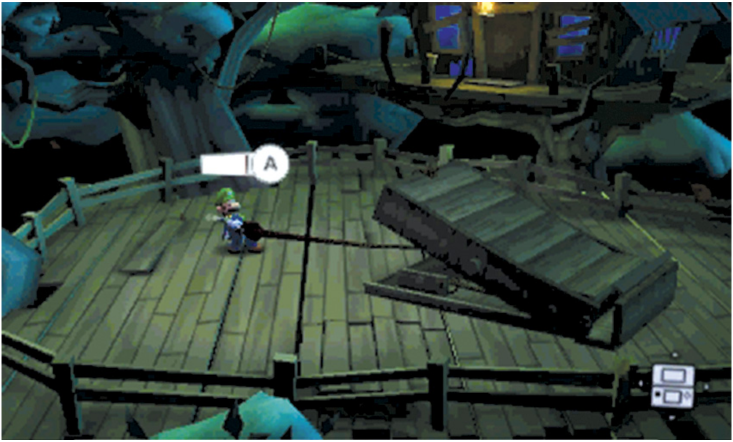


When you manage to stun the Harsh Possessor, latch on and perform an A-Pull to peel off its first layer. The Harsh Possessor resumes control of the stairs, and the battle's next phase begins.

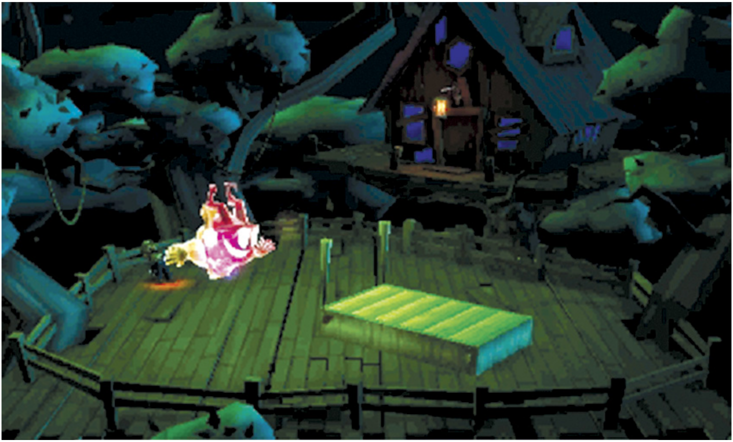
Phase 2



During the battle's second phase, the stairs introduce a new attack. In addition to short range lunges, the stairs can now lob blue fireballs at you. The initial attacks are easy enough to dodge, but each fireball burns for a few seconds before it vanishes. As you move through the area, plan your route to avoid trapping yourself behind a wall of fire.

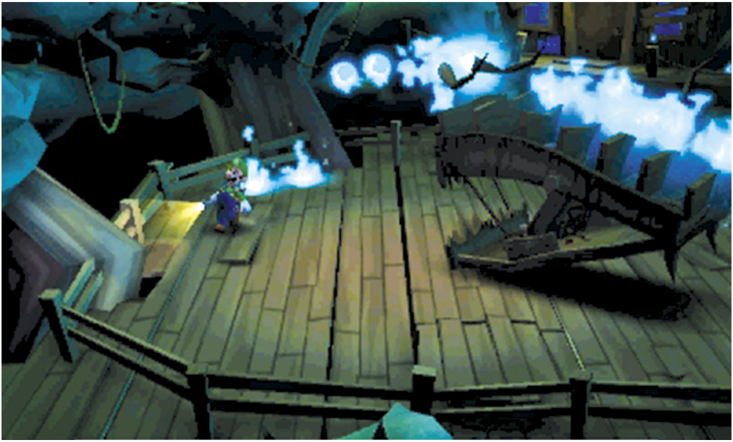


When the stairs leap into the air, avoid the shadow and wait for the monster to land. A-Pull the rope to eject the Harsh Possessor for a second time.

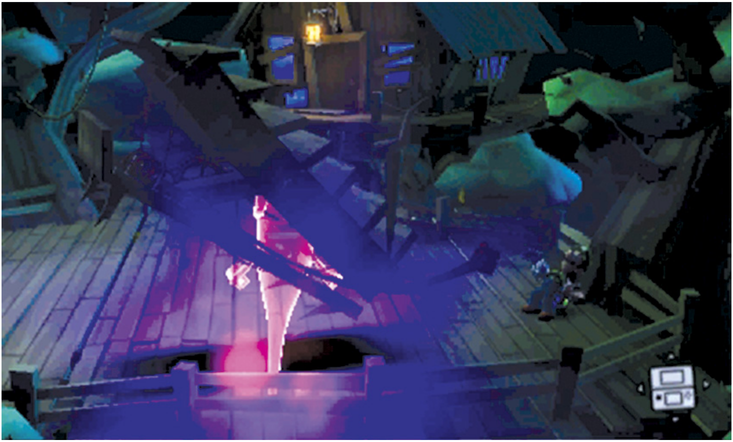


Again, try to flash the Harsh Possessor before it has a chance to raise its shield. As soon as you manage to flash the ghost, Perform an A-Pull to peel off its second layer. The Harsh Possessor returns to the stairs, and the battle's final phase begins.

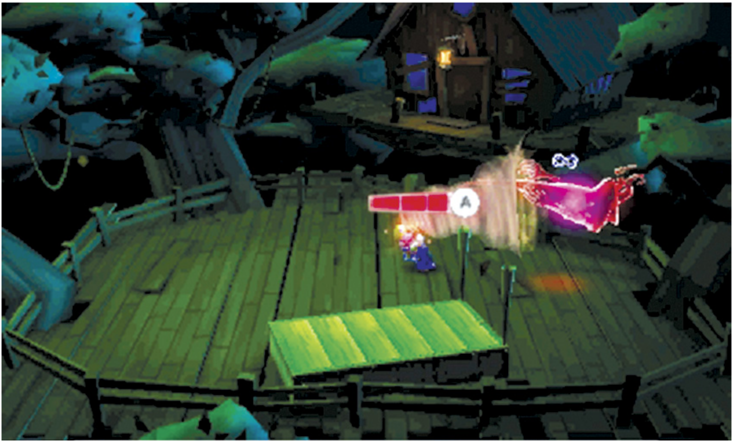
Phase 3



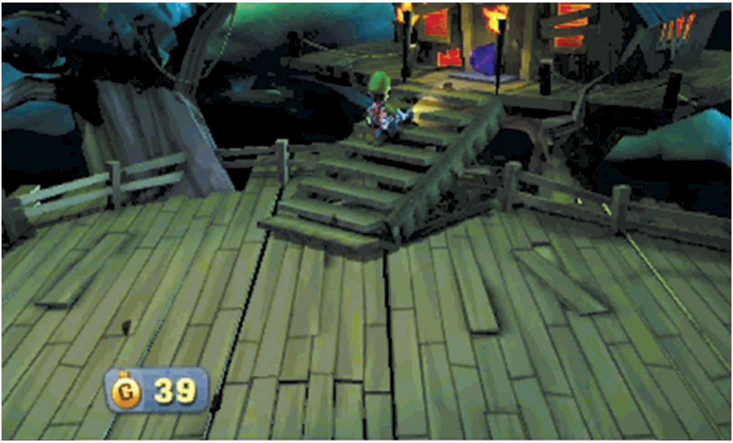
During the final phase, the stairs use the same attacks but they move a bit faster. Stay on your toes to avoid taking damage, and wait for the stairs to leap into the air.



When stairs land, A-Pull the rope to eject the Harsh Possessor one last time.



Try to flash the Harsh Possessor before it recovers, but be prepared to dodge its charge attacks. As soon as you manage to stun the ghost, latch on and perform an A-Pull. As you capture the Harsh Possessor, it drops a Dark Moon piece.



When the cinematic ends, climb the stairs and collect the Dark Moon piece. Answer the Duel Scream to complete the mission and return to the Bunker.

Hostile Intrusion

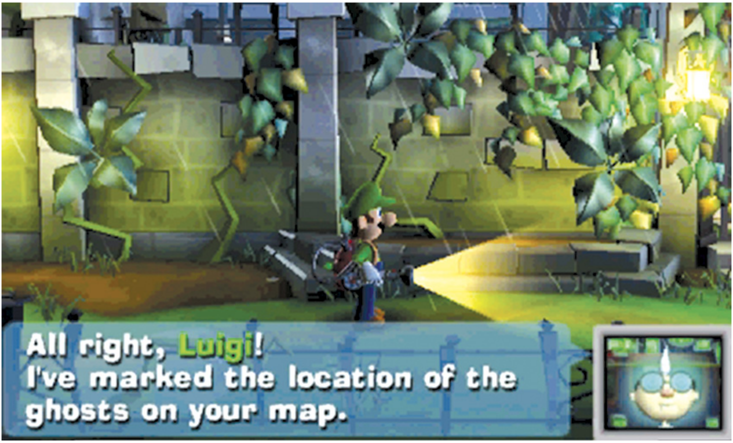
Professor E. Gadd's Mission Description

We have a small problem. The Parascope found significant paranormal signals in the towers. Nothing you can't manage!

Note

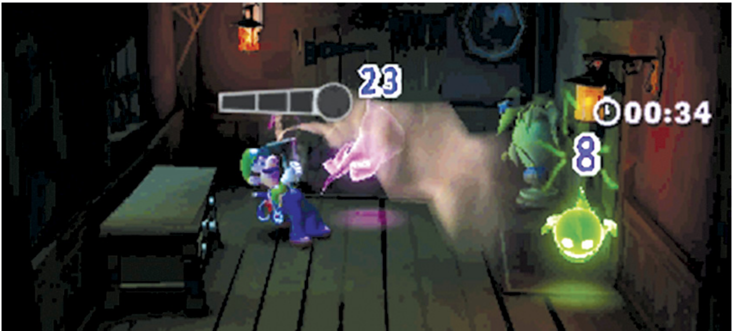
To unlock this mission, you must collect all five of the Haunted Towers' Boos and collect this mansion's Dark Moon piece.

Like all invasion-based missions, groups of ghosts appear in random locations. Your task is to move from objective to objective, capturing all ghosts as quickly as possible.

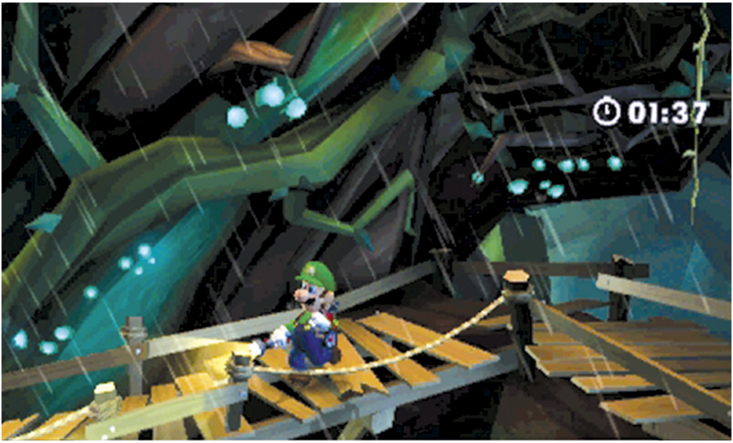


All right, Luigi!
I've marked the location of the ghosts on your map.

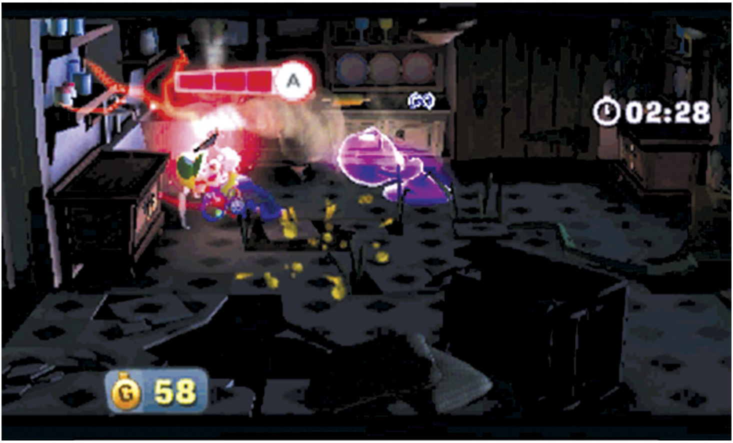
When the mission starts, you're transported to the Haunted Towers Entrance. Wait for Professor E. Gadd to give you your first objective, then plot the fastest possible route to the marked location.



Each infestation can include any combination of common ghosts. Any ghost can be dangerous, but Sneakers and Creepers are particularly difficult to spot when you're in a hurry. When you suspect a room contains more ghosts than you can see, use the Dark-Light Device to reveal invisible attackers.



Each time Professor E. Gadd reports new objectives, try to plan the most efficient route between them. The towers can be scaled individually, but remember the various areas that connect them. Proper use of the Courtyard on level F1, the Skybridge on level F2, and the Crow's Nest on level F4 can save you a lot of time over the course of the mission.

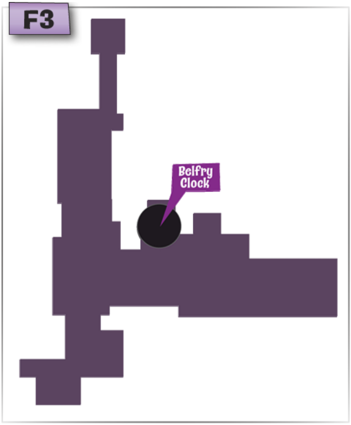


To earn a 3-star rating, plan efficient routes, move quickly, and avoid taking damage. If you perform well, you can also earn a fair amount of treasure. Use a fully charged A-Pull to capture each ghost, and make simultaneous captures whenever possible. After you clear all of the infestations, answer the Duel Scream to complete the mission and return to the Bunker.

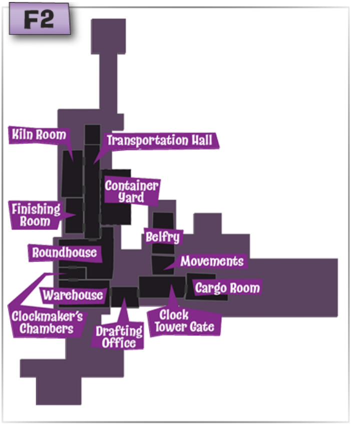
Walkthrough

Old Clockworks

F3

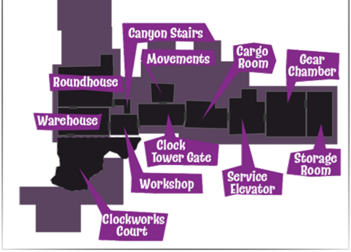


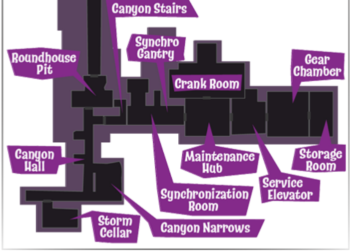
F2



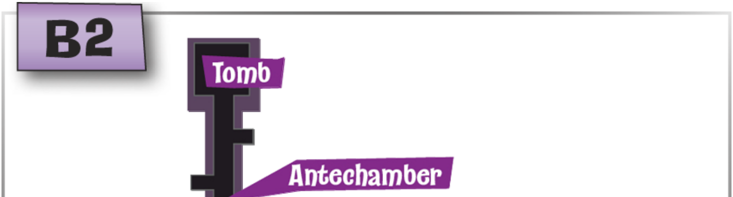
F1

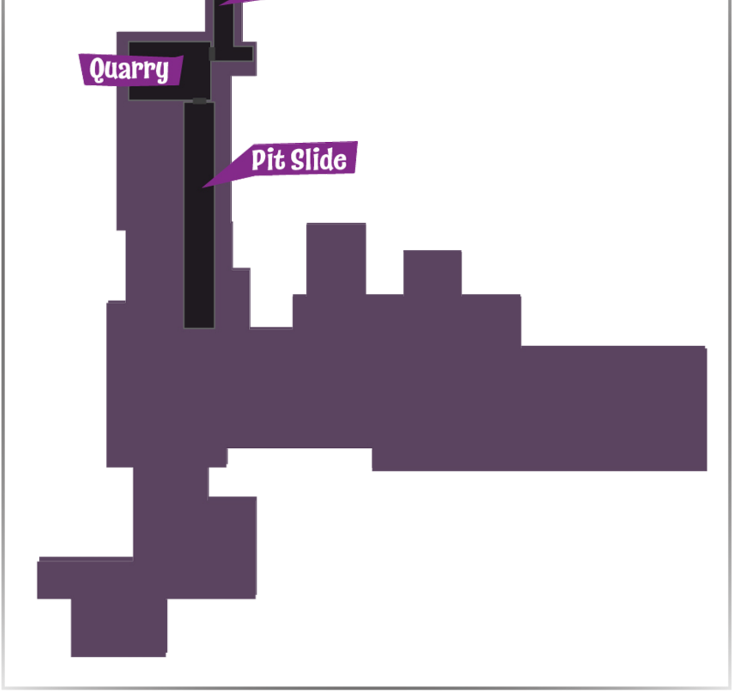
B1





Mansion Overview





The Old Clockworks has all the heavy machinery you'd expect to find in an industrial complex, but very little of it is in working order. This property also includes an extensive network of underground caverns, some small residential areas, and rooms filled with unused supplies.

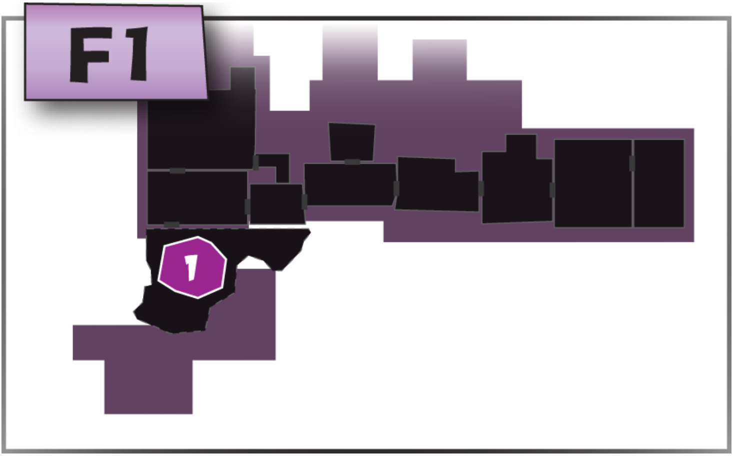
The Old Clockworks may not be as lively as they once were, but the factory is far from abandoned. In addition to familiar enemies, you'll face an Ancient Poltergeist, a Strong Sneaker, and a variety of particularly well-equipped Greenies.

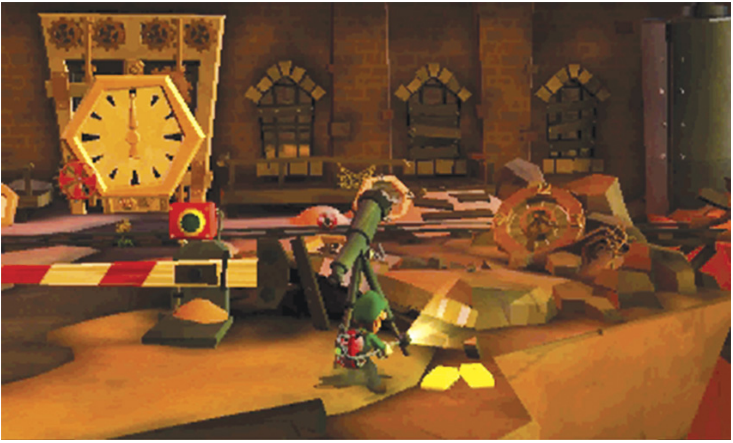
C-1 A Timely Entrance

Professor E. Gadd's Mission Description

Good news, Luigi. I've located the next Dark Moon piece. It's at the top of the Clock Tower. All you've gotta do is mosey on up there and grab it! What could go wrong?

Search the Clockworks Court

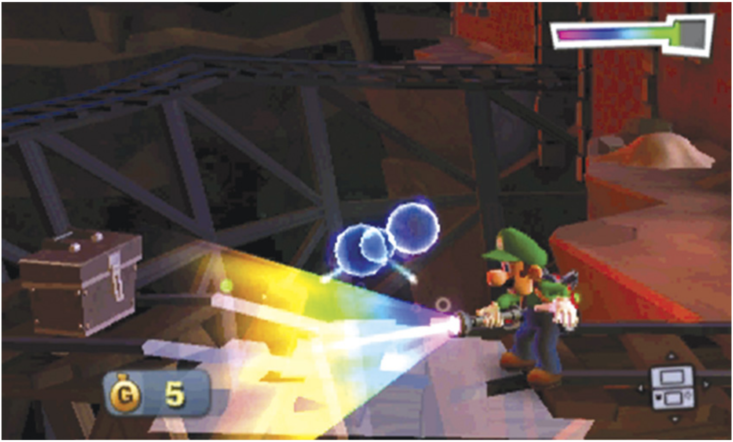




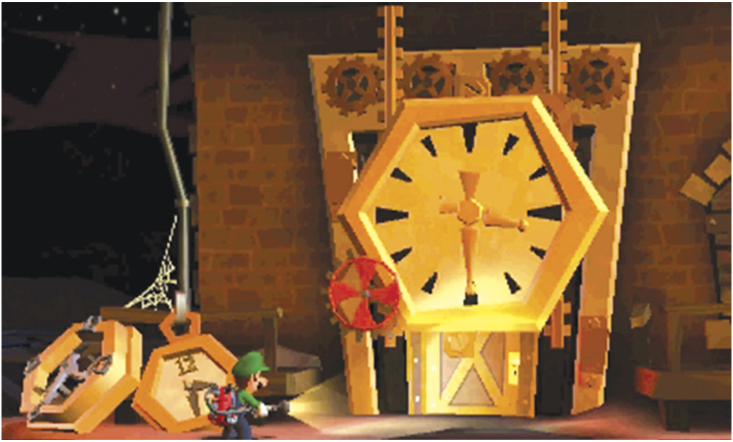
1 When the mission starts, you're transported to the edge of the Clockworks Court. Use the telescope to view the Clock Tower, then collect the nearby treasure. Vacuum the mound to the left and flash the beetles you uncover. When you're ready, flash the gate's green circular panel to lift the barrier out of your path.

Caution

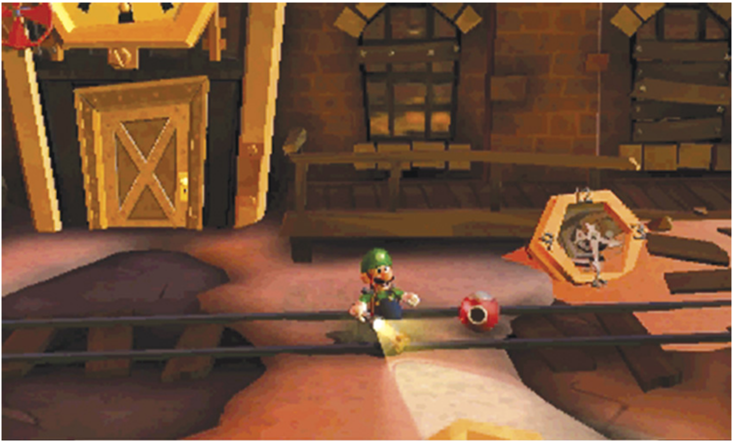
As you search the area, watch out for the spiked beetles located throughout the area. These pests not only hide in objects, they can emerge directly from the ground. Take care to avoid any spikes you see pop out of the sand.



Move north until you reach the rails running through the area. Use the Dark-Light Device to reveal the track's missing section, then collect the treasure from the nearby box.



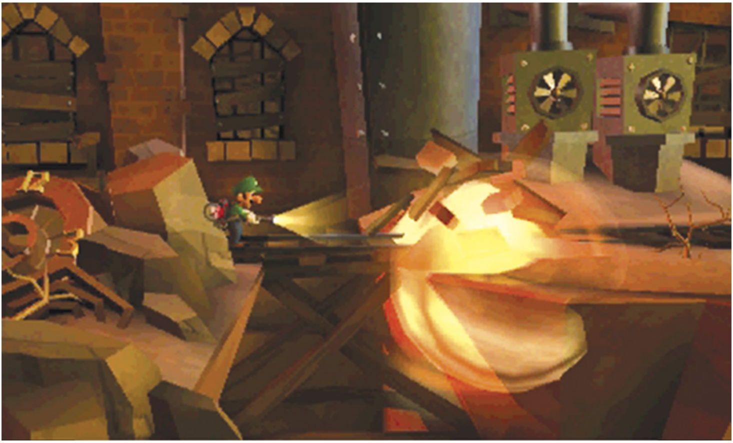
When you reach the large clock near the area's northwest corner, vacuum the orange rotor to spin the clock's hands. Set the large clock to match the other clocks in the area. When the hand's indicate 3:30, the clock slides up to reveal a door to the Warehouse. Before you head inside, follow the tracks east and explore the rest of the area.



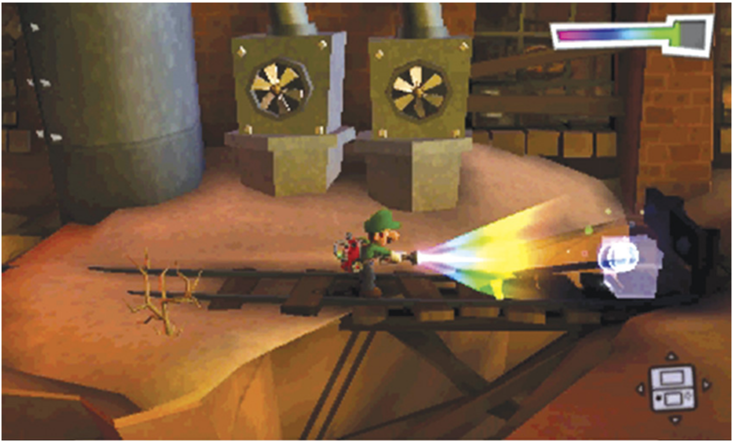
The red ball on the tracks is an explosive device. If its green circular panel detects a Strobulb flash, the bomb sprouts mechanical legs and follows you until it detonates. When you spot one of these bombs, it's usually best to detonate it before any ghosts or critters have a chance to surprise you.

Tip

Use the window just north of the bomb to peek into the Warehouse.



Continue along the track until a pile of rubble blocks your path. Use the Strobulb to activate the nearby bomb. The rubble prevents the bomb from reaching you, and the eventual explosion clears your path.



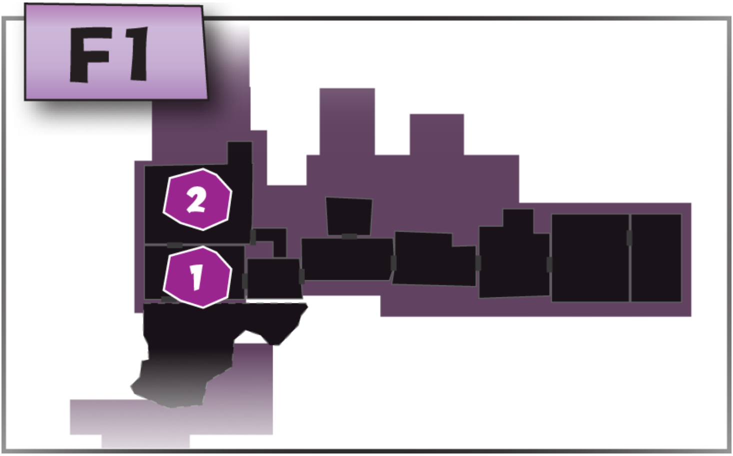
When you reach the end of the track, vacuum the nearby exhaust fans to collect some hidden treasure, then use the Dark-Light Device to reveal a box at the end of the track. Open the box to collect the Round Ruby, then follow the track back to the west.

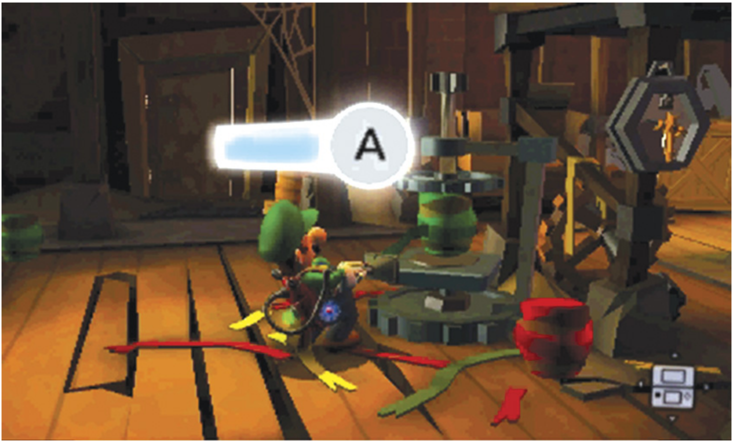
Gem Location

Use the Dark-Light Device to reveal the box at the east end of the tracks, then open the box to find the Round Ruby.

Vacuum any remaining sand mounds or dried weeds, then return to the area's northwest corner and enter the Warehouse.

Search the Warehouse

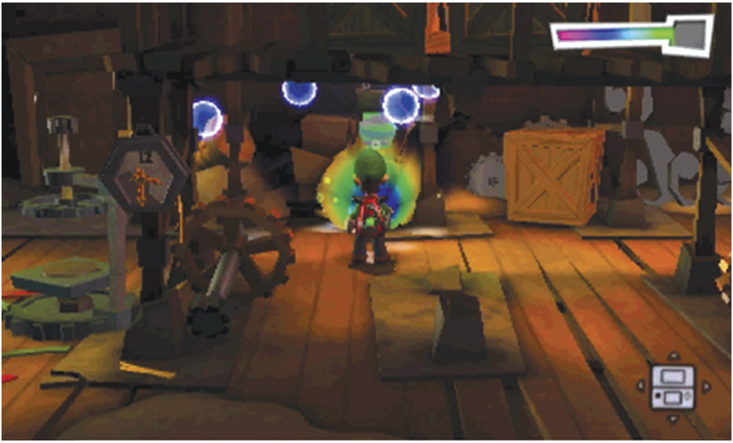




1 When you enter the Warehouse, a startled Greenie escapes through the room's east wall. Before you follow the ghost, however, search the Warehouse for useful objects. Approach the nearby winding machine and A-Pull the ribbon spool on its turntable. After you collect the revealed treasure, use the same method to unravel the other nearby ribbon spools scattered around the room.

Tip

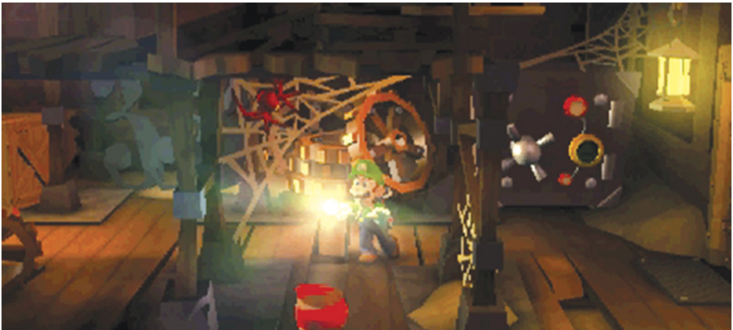
After you vacuum a ribbon spool, carry it to the winding machine and press X to place it on the turntable.



Most of the spools contain treasure or some kind of critter, but the Warehouse contains three particularly important spools. The first such spool is hidden nearby. Use the Dark-Light Device to reveal the green spool in some boxes stacked near the north wall. Use the winding machine to unravel the spool and reveal the Trillion Ruby.

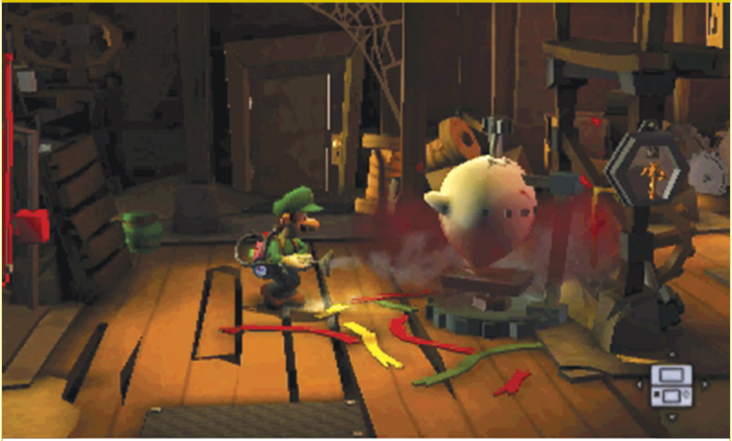
Gem Location

Use the Dark-Light Device to reveal the green spool on the north side of the Warehouse, then unravel to spool to find the Trillion Ruby.

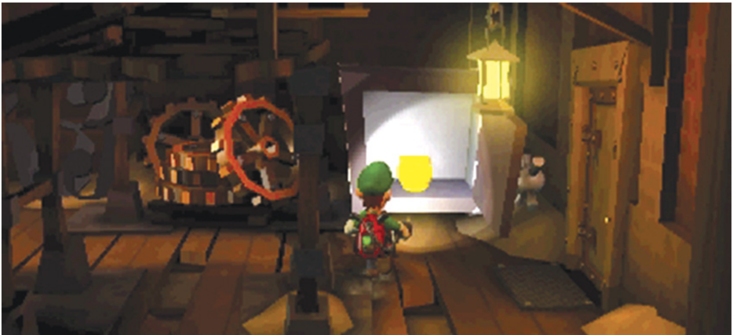


The second special spool is located between the support posts in the room's southeast corner. Clear any pests from the area, then carry the spool to the winding machine. Place the spool on the turntable, then A-Pull the loose strip of ribbon to reveal a Boo.

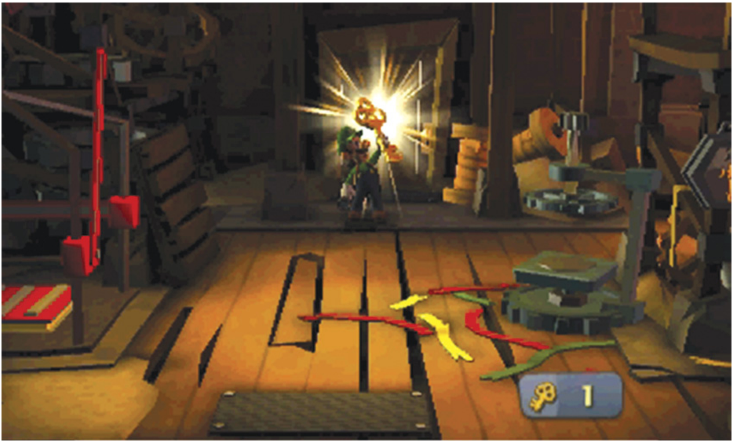
Boo Location



This mission's Boo is hiding in the red ribbon spool near the Warehouse's southeast corner. Unravel the spool at the winding machine, then use the established tactics to weaken and capture ComBooter.



The third special spool is locked in the safe at the room's northeast corner. Use the Strobulb to open the safe, then grab the sparkling yellow spool from inside.



Unravel the yellow spool at the winding machine to reveal a Key. When you're finished searching the Warehouse, head through the door in the north wall and make a quick visit to the Roundhouse.

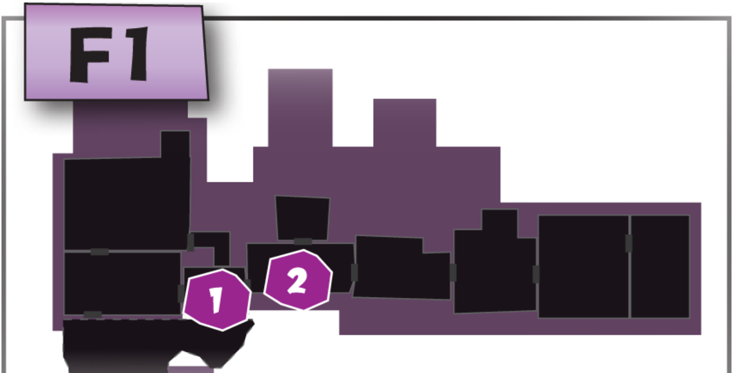
Key Location

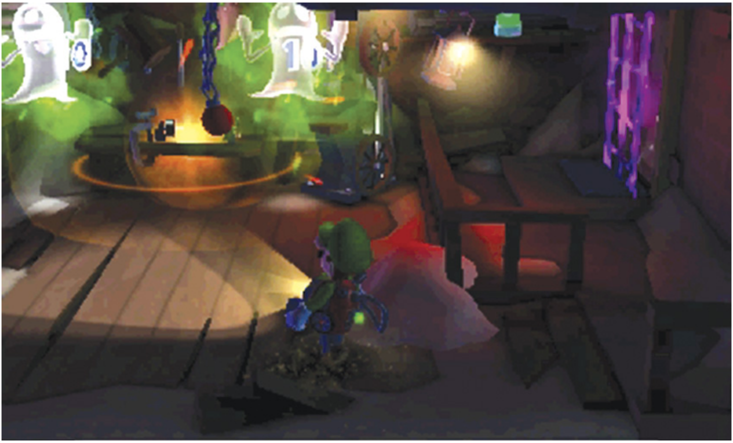
There's a Key locked in the Warehouse safe. Flash the safe to open the door, then unravel the revealed spool to find the Key.

2 Most of the Roundhouse is inaccessible at this time, and the path through the Canyon Stairs is blocked. However, the gold brick lying on the walkway makes a quick visit worthwhile. Flash the nearby critters and search the area for treasure, then turn around and head back to the Warehouse.

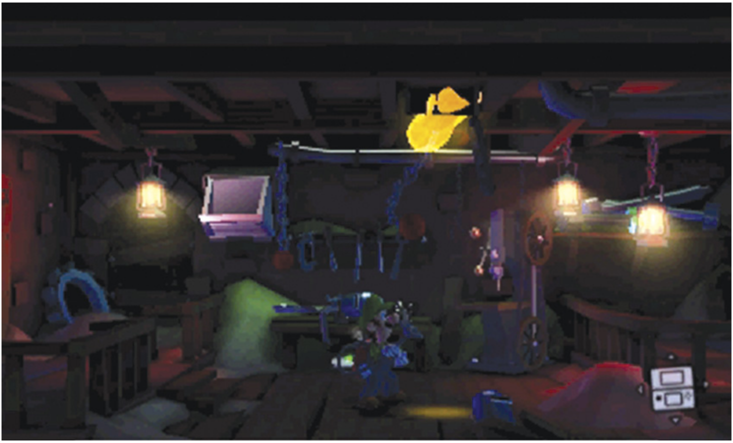
When you're ready, use your Key to unlock the door in the Warehouse's east wall and head into the Workshop.

Inspect the Clock Tower Gate

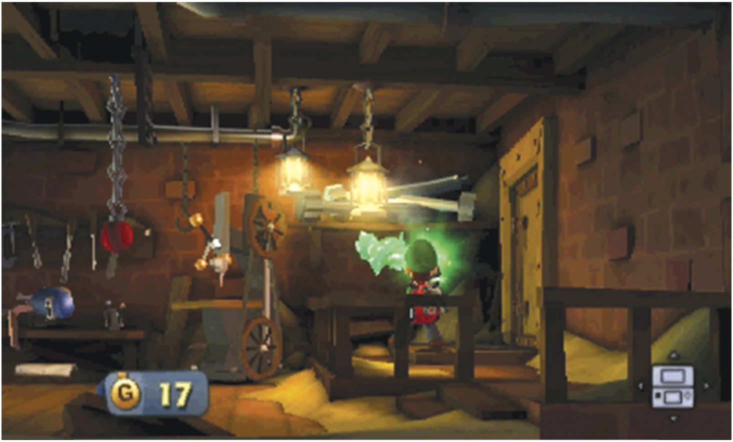




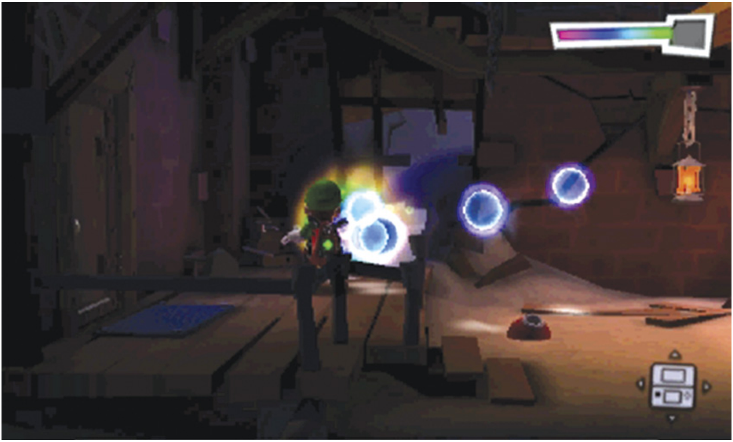
1 When you step into the Workshop, two invisible Greenies are working on a giant bomb. Use the Strobulb to flash the bomb, then move to a safe distance. When the blast stuns both Greenies, latch on with the Poltergust and reel them in.



There are two chains hanging from the Workshop ceiling. A-Pull the chain near the center of the room to reveal the Gold Greenie in the nearby vent. Capture the fleeing ghost before it escapes.



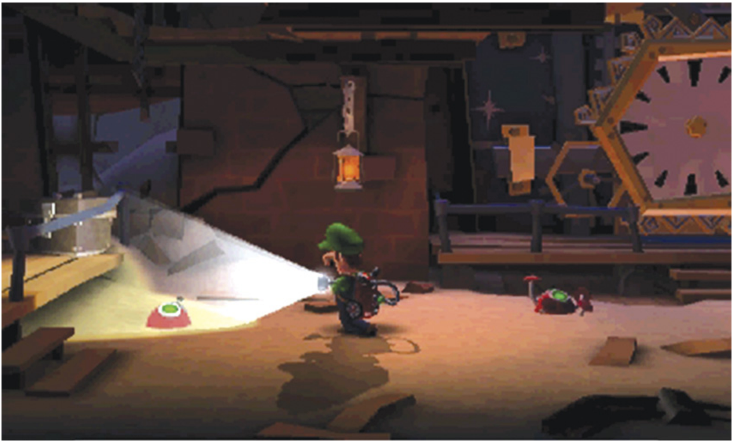
As you search the objects around the room, watch out for the beetle hiding under the sand mound. Use the Poltergust to vacuum the stack of bills in the room's northeast corner, then head through the nearby door to find the Clock Tower Gate.



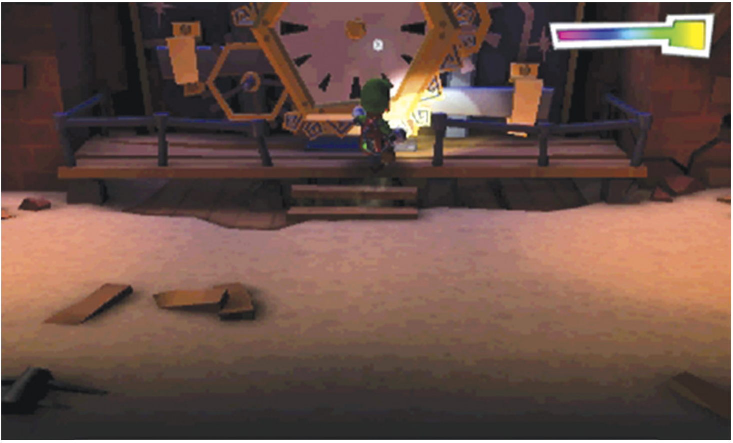
2 When you step into the Clock Tower Gate area, use the Dark-Light Device to reveal the hidden box near the room's northwest corner. After you capture all of the Spirit Balls, open the box to find the Baguette Ruby.

Gem Location

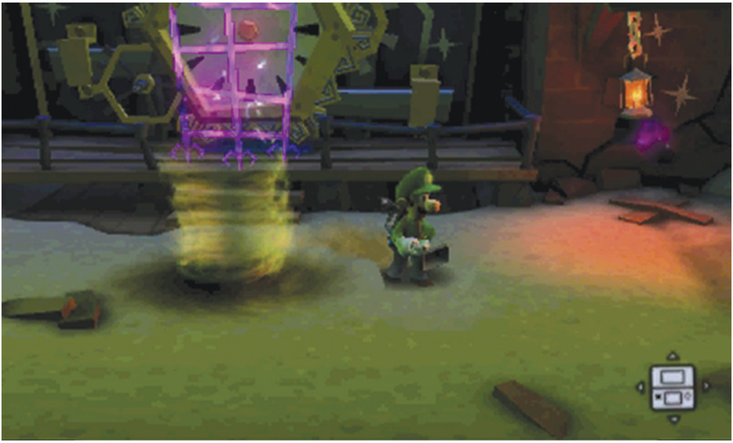
The Baguette Ruby is in a hidden box near the northwest corner of the Clock Tower Gate area. Use the Dark-Light Device to reveal the box, then search the box to find the Gem.



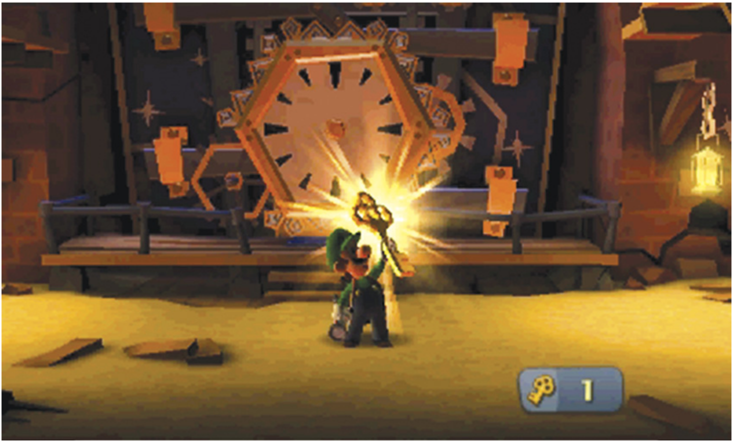
Before you inspect the Clock Tower Gate, clear the area of dangerous objects. Flash the bombs scattered throughout the room, then move to a safe distance while they detonate.



Vacuum the treasure hidden below the floorboards on the room's west side, and vacuum the sand mound blocking the floorboards to the east. When you're ready, inspect the Clock Tower Gate along the room's north wall. When Professor E. Gadd calls, answer the Duel Scream update your objectives and trigger a cinematic.



During the cinematic, a Greenie reveals a new attack—the ghost spins fast enough to create a whirlwind. Run away to avoid getting caught in the miniature sandstorm. After a few seconds, the Greenie becomes too dizzy to maintain the attack. When the whirlwind fades, use the Strobulb and Poltergust to capture the Greenie.

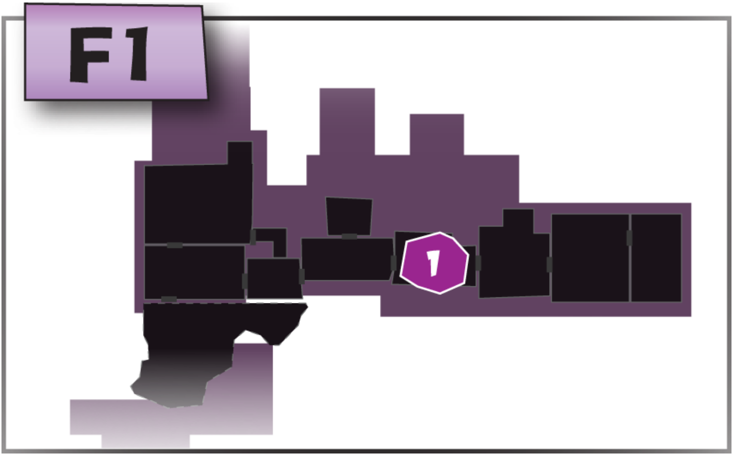


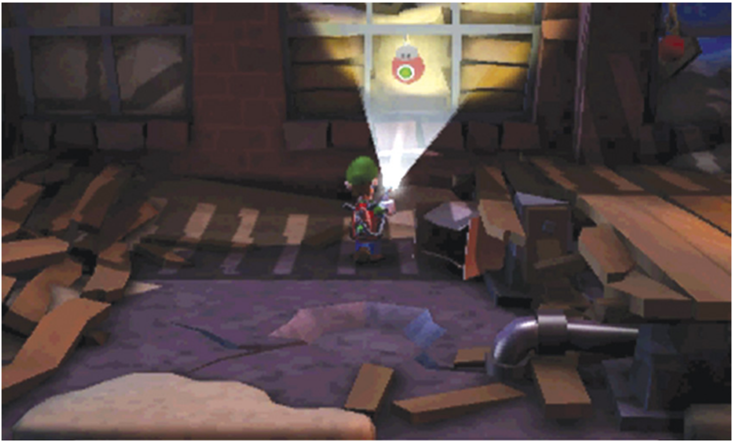
As you capture the first ghost, two more Greenies enter the area. Avoid their whirlwind attacks and wait for them to grow dizzy. Clear all the Greenies from the room to earn a Key. Unlock the door in the east wall and enter the Cargo Room.

Key Location

Defeat the Greenies that appear in front of the Clock Tower Gate, then collect the Key they leave behind.

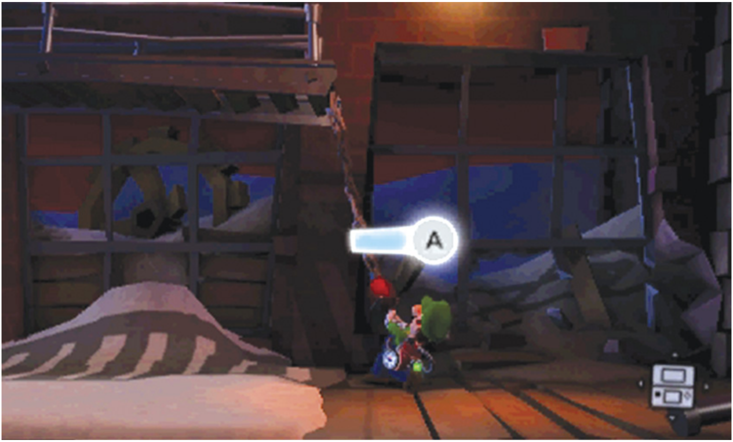
Reach Level F2



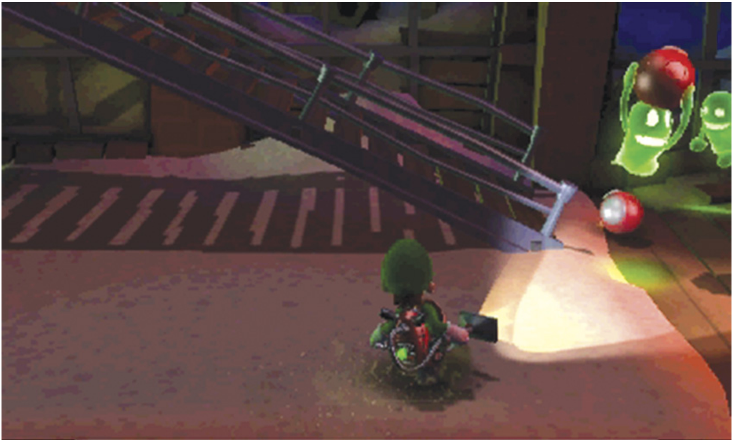


1 Move across the Cargo Room until Professor E. Gadd calls you on the Duel Scream. Answer the call to receive your new objective, then check the area for hidden pests. Vacuum the cloth on the north wall to reveal a bomb. Flash the bomb and step

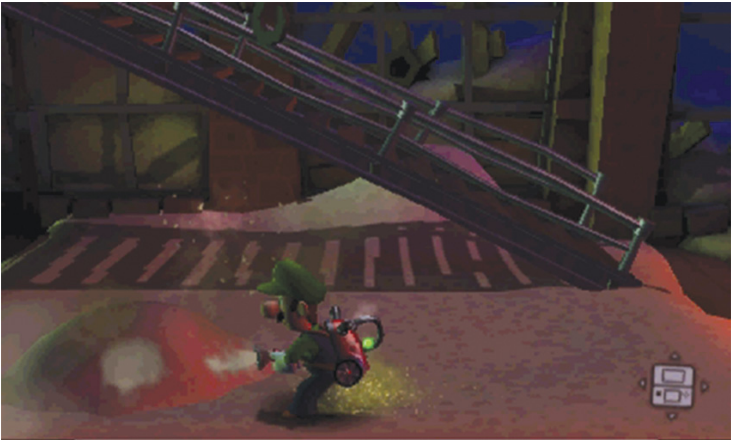
away. After the explosion, sand pours into the room, allowing you to reach the nearby floorboards.



A-Pull the chain to drop the stairs into place, then climb up toward level F2.

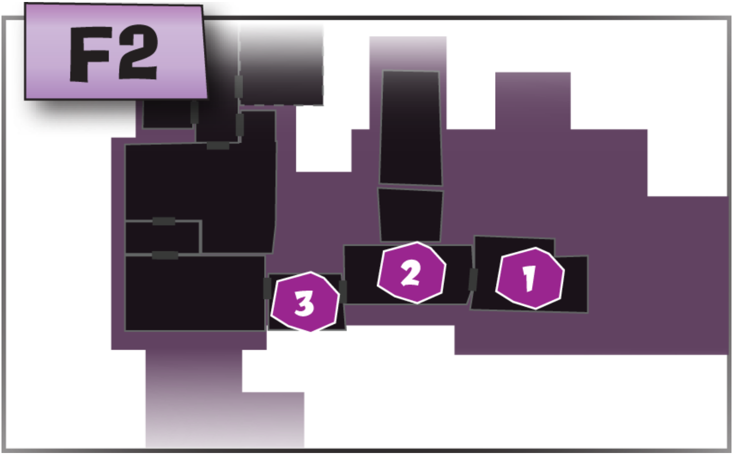


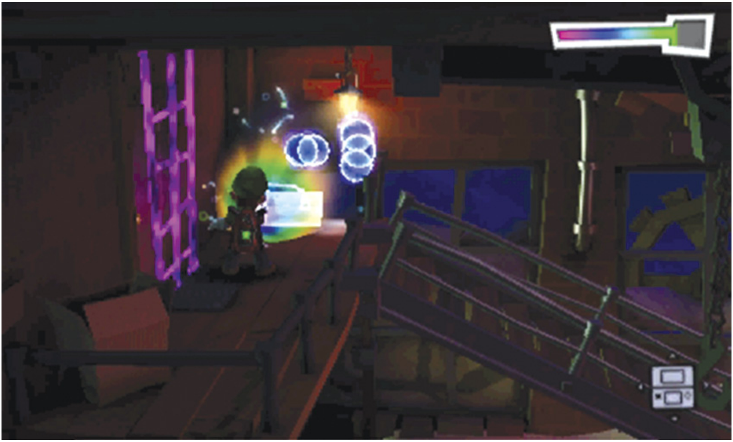
As you approach F2, a Greenie appears and you tumble down the stairs. While you recover, a second Greenie appears and two bombs bounce into the area. Flash the bombs and lead them around the room until they explode. As you do, you must also dodge any attacks from the Greenies.



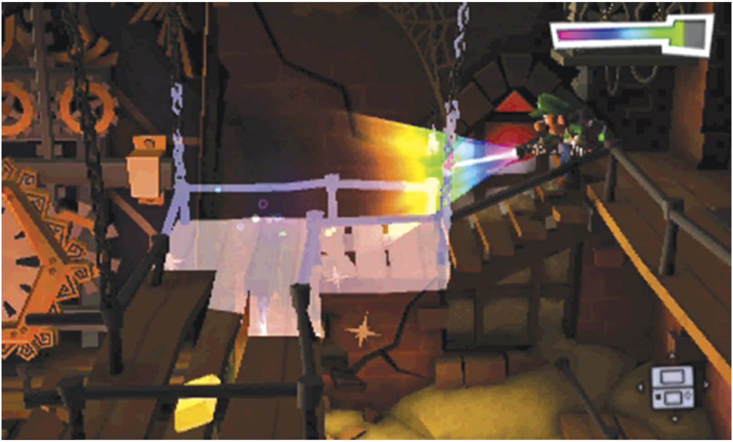
After you capture the Greenies, a large mound appears in the sand. As the mound moves around the area, vacuum the excess sand until the hidden Slammer appears. Capture the Slammer, then climb the stairs to level F2.

Collect the Special Compass





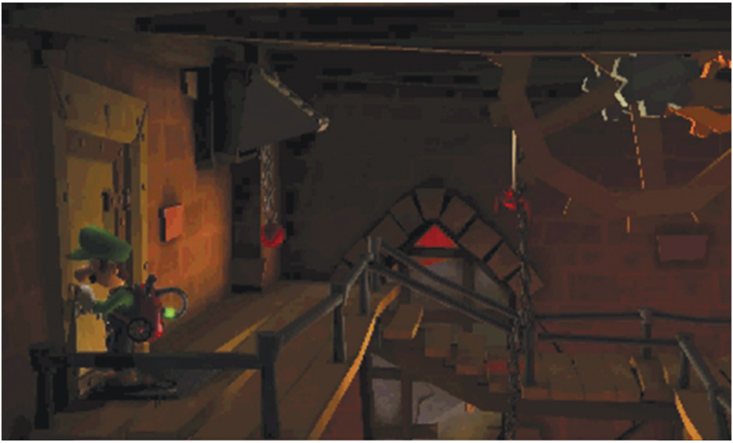
1 When you reach the Cargo Room's F2 level, A-Pull the cloth in the northwest corner, then use the Dark-Light Device to reveal the hidden box in that same location. Collect the Spirt Balls, then open the box to find a gold bomb. Flash the bomb, stay clear of the explosion, and collect the resulting treasure. When you're ready, head through the door at the top of the stairs.



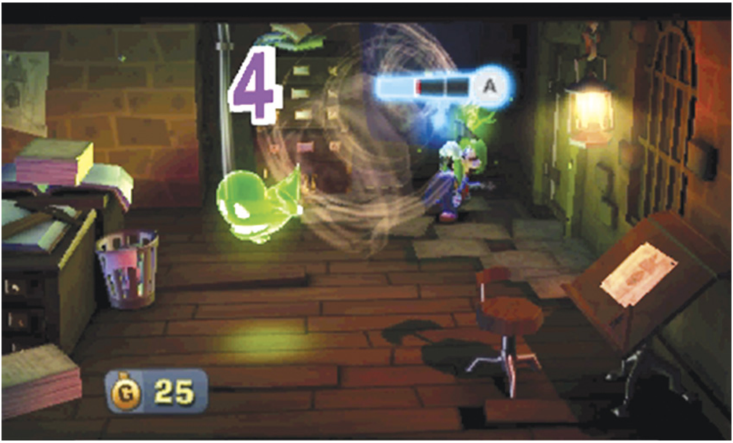
2 When you enter the Clock Tower Gate's F2 level, flash the gold spider on the ceiling, A-Pull the coat on the wall, and vacuum the exhaust fans in the corner. Move toward the first gap in the walkway and use the Dark-Light Device to reveal the missing boards. Repeat the process to fill in the next gap in the path.

Caution

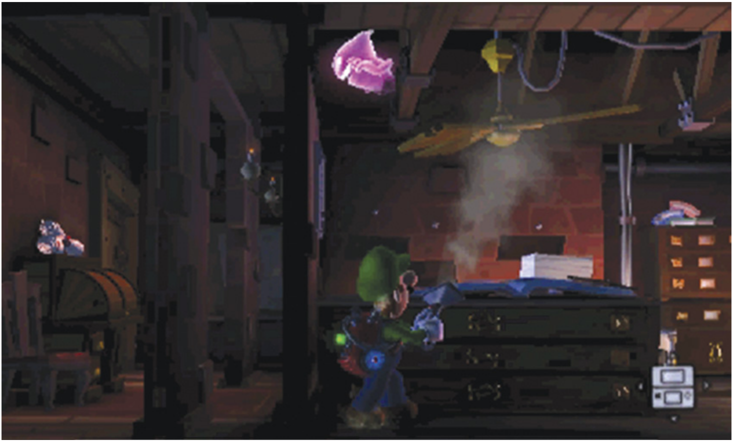
As you move through the area, watch out for the spiders that drop down from the ceiling.



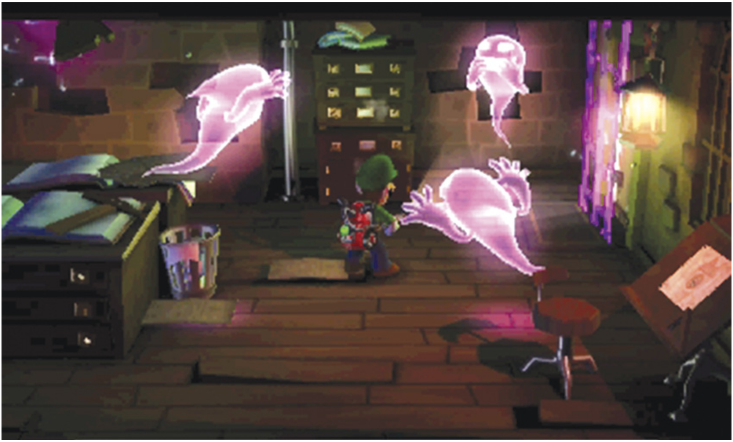
A-Pull the chain at the end of the walkway to open the nearby vent, then use the nearby door to enter the Drafting Office.



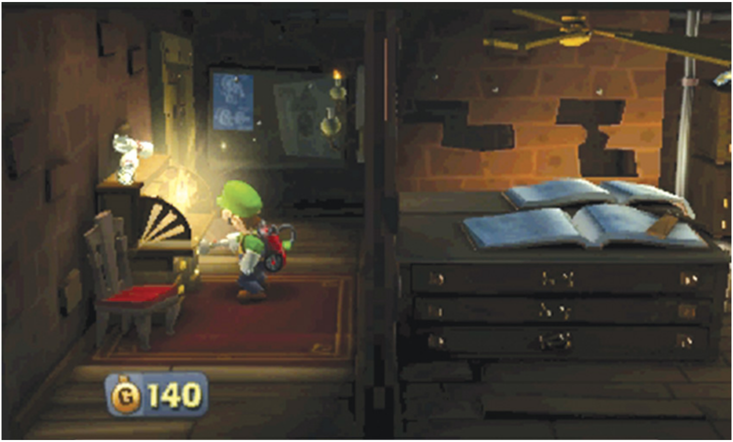
3 When you enter the Drafting Office, a Greenie appears in the southeast corner. Capture the ghost, then search the room for treasure. Search the various drawers, vacuum the posters and stacks of paper, and A-Pull the false bricks near the center of the north wall.



When you're ready, move to the west wall and vacuum the ceiling fan. As the fan spins, the wall slides away to reveal the rest of the Drafting Office. When you attempt to move into the west section, however, a Sneaker chases you away.



To enter the Drafting Office's west section, you must first clear the room of enemies. Move toward the east wall until the three Sneakers show themselves. Dash to a corner and charge your Strobulb, then try to catch all three Sneakers with a single flash.



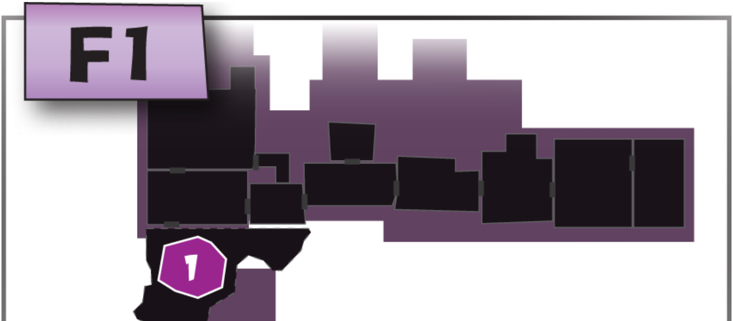
After you capture all of the Sneakers, vacuum the ceiling fan and slip past the partition. Move to the north wall, then slide to the right to find some hidden treasure, then search the desk along the west wall. Collect the Special Compass, then answer the Duel Scream to complete the mission and return to the Bunker.

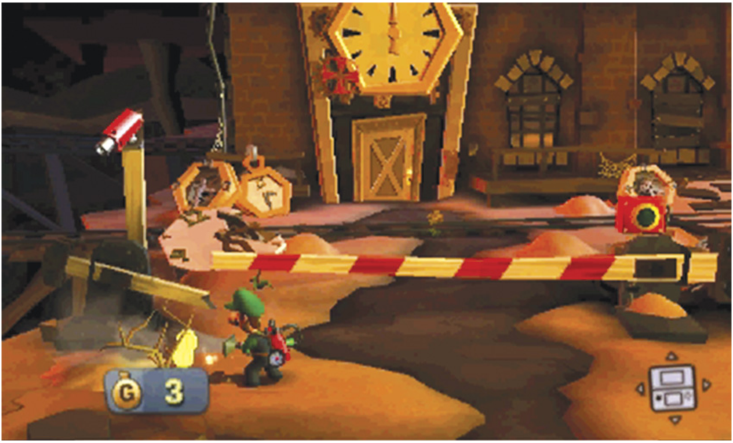
C-2 Underground Expedition

Professor E. Gadd's Mission Description

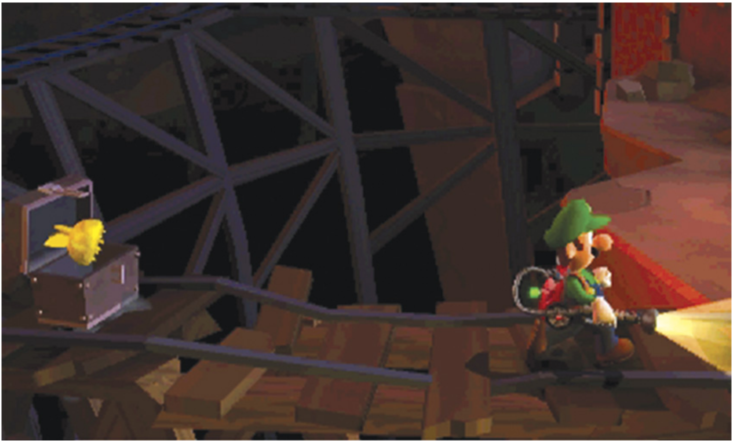
The Special Compass revealed another path to the underground! Let's hope those ghosts didn't hide the clock hands too well.

Enter the Storm Cellar

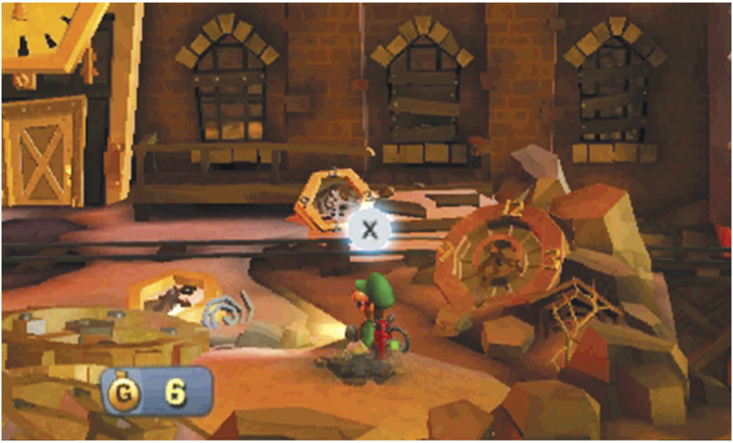




1 When the mission starts, you're transported to the Clockworks Court. Check the Touch Screen Map to see the path revealed by the Special Compass. Before you open this hidden entrance, however, take a moment to search the area. Vacuum the weeds and sand mounds scattered throughout the Clockworks Court, and watch out for beetles emerging from the sand.

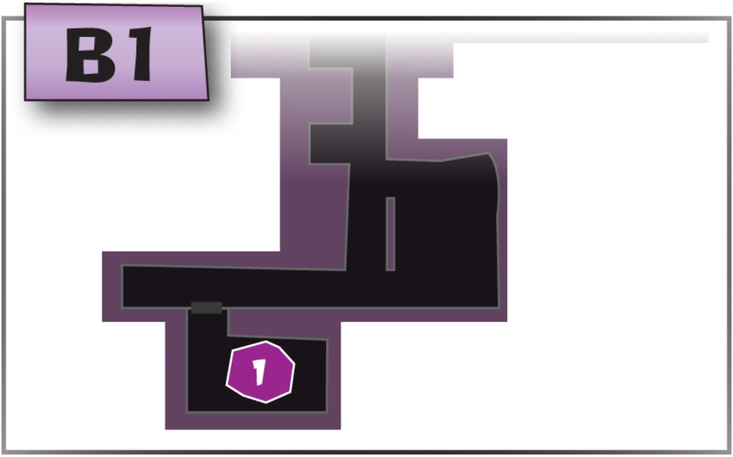


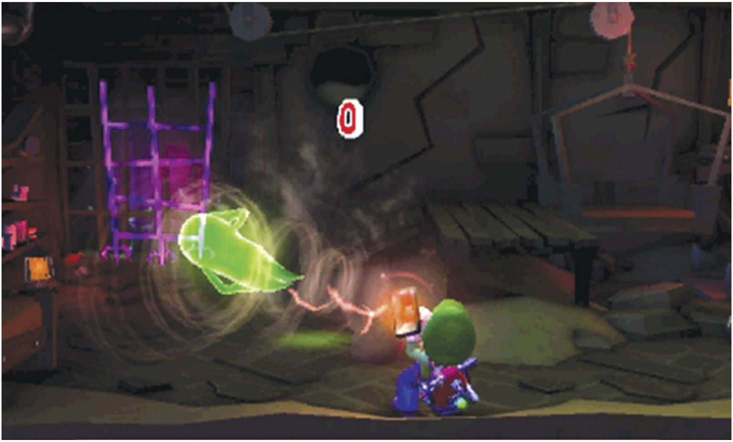
Again, use the Dark-Light Device to reveal the missing section of track at the area's west edge. Open the nearby box, then run away to avoid the gold beetles that fly out of it. Flash the pests and collect the treasure they leave behind.



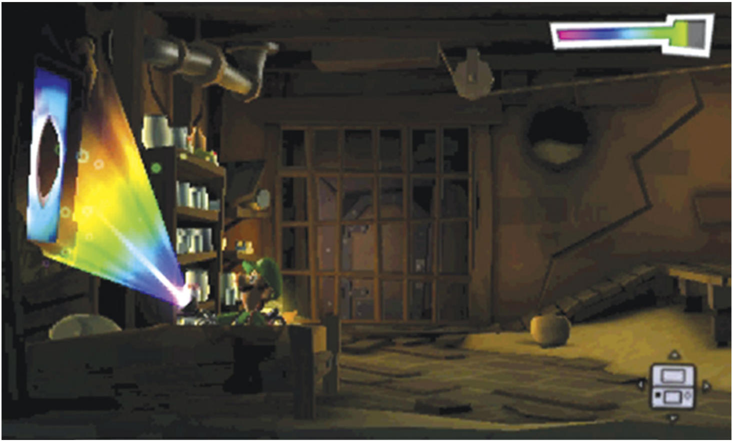
When you're finished searching the area, move to the location marked on the Touch Screen—just south of the Warehouse windows—and place the Special Compass on the small peg. When the secret path opens, you're dropped down to the Storm Cellar.

Reach the Canyon Hall





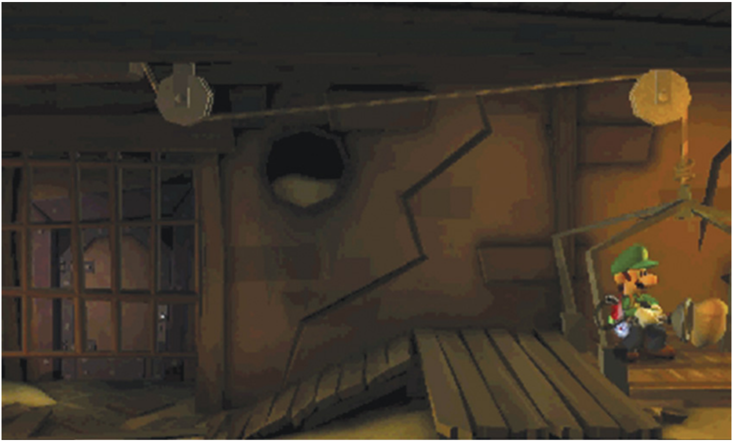
1 When you land in the Storm Cellar, a nearby Greenie is carrying a stone through the area. Capture the ghost, then move to the nearby bed to draw a second Greenie out of hiding.



After you clear the ghosts from the room, A-Pull the cloth hanging just above the bed to reveal a framed sketch. Use the Dark-Light Device to pull the Football Ruby out of the sketch, then collect the Gem from the floor.

Gem Location

The Football Ruby is in the framed sketch above the Storm Cellar bed. A-Pull the hanging cloth to expose the sketch, then use the Dark-Light Device to reveal the Gem.

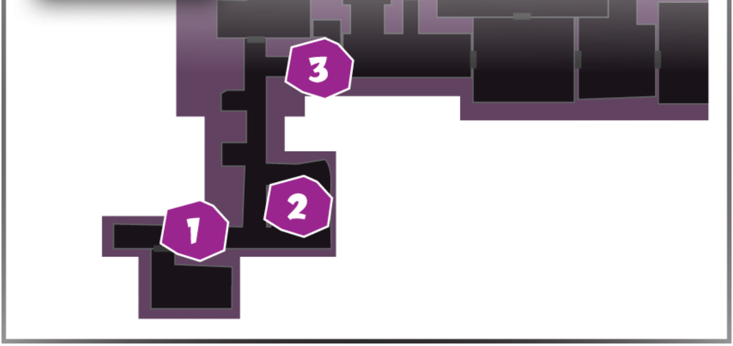


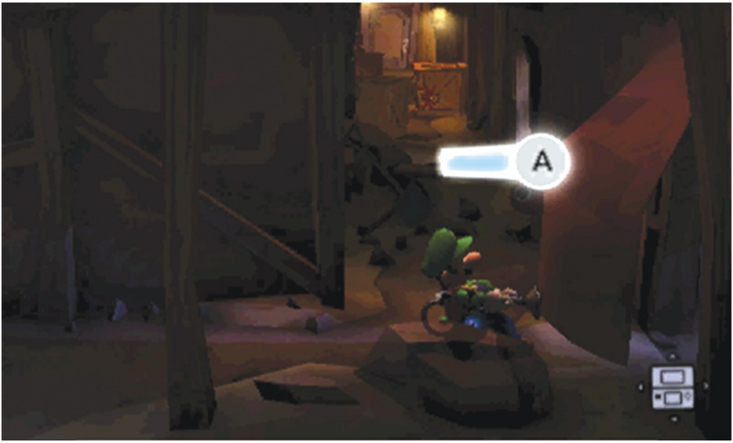
Search the objects around the room, then locate the stone the first Greenie left behind. Vacuum the stone, then carry up the ramp and onto the suspended platform; the weight forces the platform to the ground, raising the nearby gate. Drop the stone, step off of the platform, and use the newly accessible door to enter the Canyon Hall.

Caution

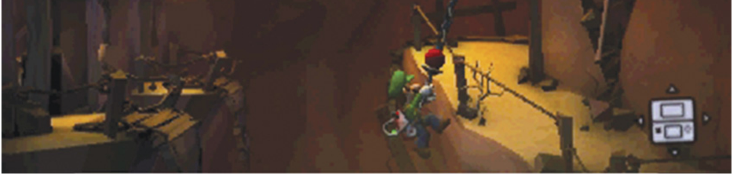
Some objects contain primed explosives! Stay alert as you search each area.

Reach the Roundhouse Pit

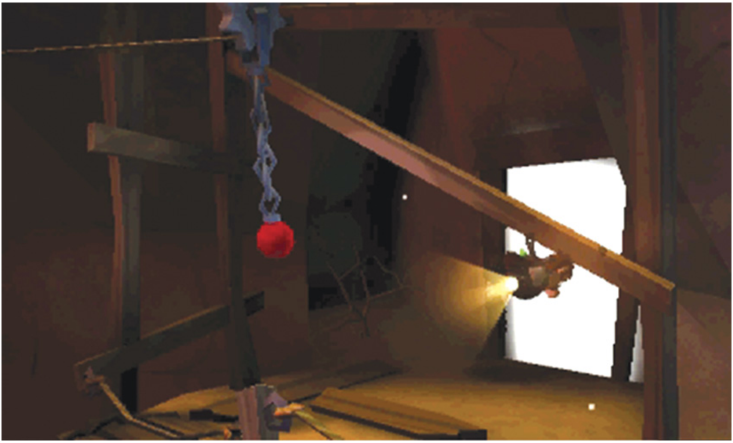




1 As you move through the Canyon Hall, search the area from floor to ceiling. Flash the spiders clinging to the walls and vacuum the treasure hidden near the top of the wall. Just past the bend, a pile of rubble blocks your path. Locate the false wall in the area's southeast corner, then A-Pull the cloth to reveal a path through the Canyon Narrows.



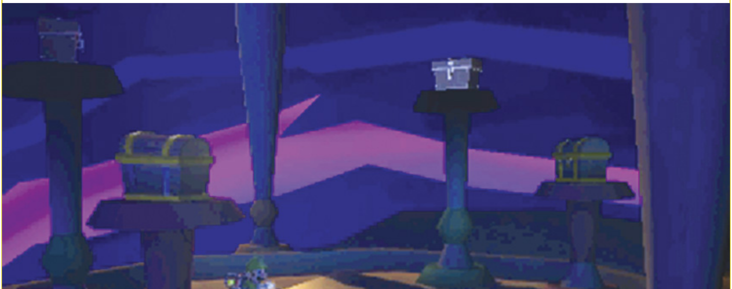
2 Vacuum the hanging chain to zip-line across the Canyon Narrows. When you reach the end of the cable, hold L until you drop to the ledge.



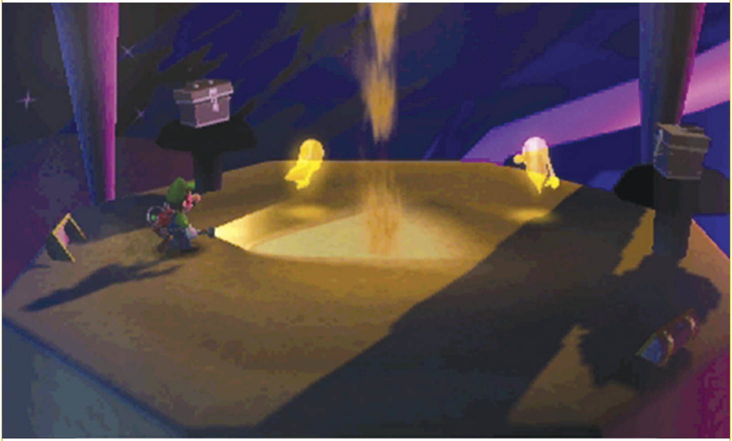
Follow the ledge north, then search to the area's northeast corner to find a door hidden near a second zip line.. Before you slide back across the Canyon Narrows, use this hidden door to find a bonus challenge.

Bonus Challenge: Canyon Narrows Door

During C-2 Underground Expedition, the door in the northeast corner of the Canyon Narrows contains a bonus challenge.

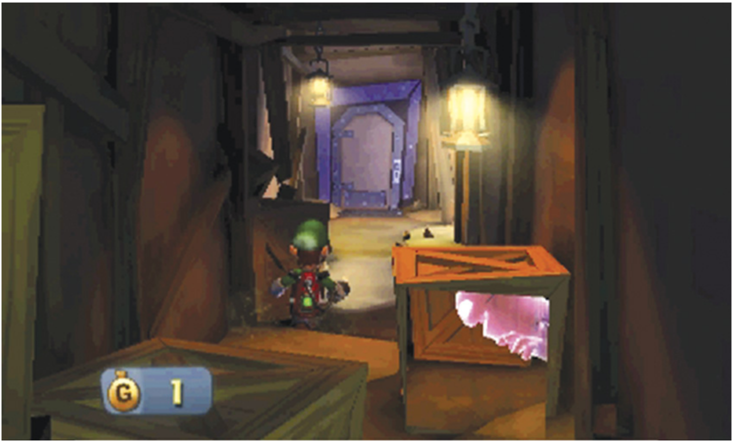


During this bonus challenge, you must open five chests inside of a giant hourglass. The chests are sitting at various heights. As the chamber fills with sand, higher chests can be reached and lower chests are buried. Each chest contains a Gold Greenie.

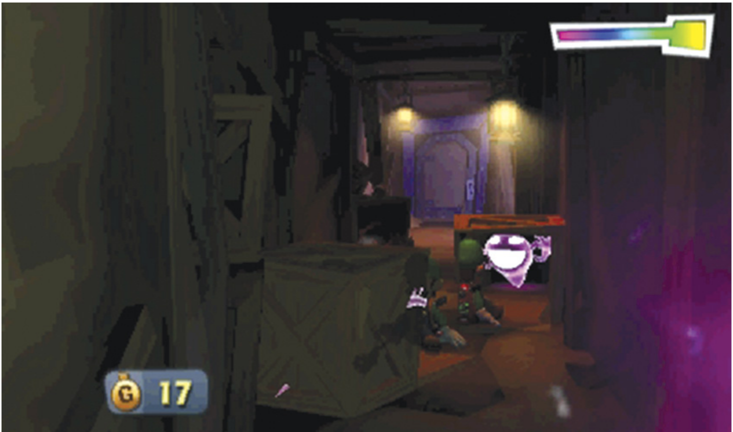


When the challenge starts, only a single chest can be reached. Open the chest on the ground and capture the first Gold Greenie, then collect the resulting treasure as the sand continues to rise. The remaining chests should be opened in pairs. As the sand rises, open the next two chests and simultaneously capture both Gold Greenies. Repeat the process with the last two chests, then collect any remaining treasure to complete the challenge.

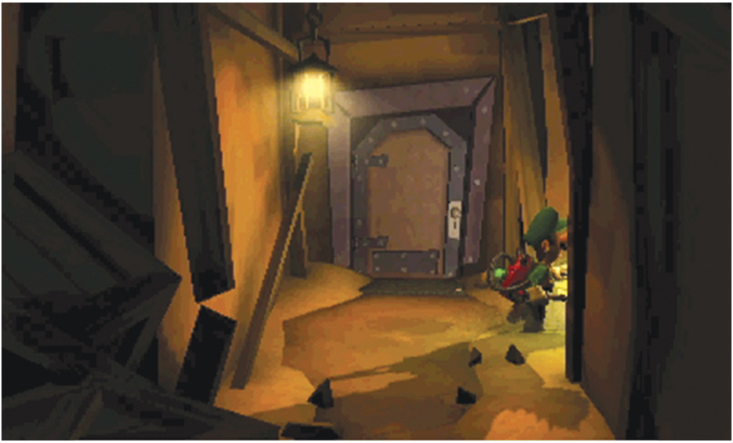
After you complete the bonus challenge, use the chain near area's north edge to zip-line back across the Canyon Narrows. Head back into the Canyon Hall to bypass the pile of rubble that had blocked your path through the area.



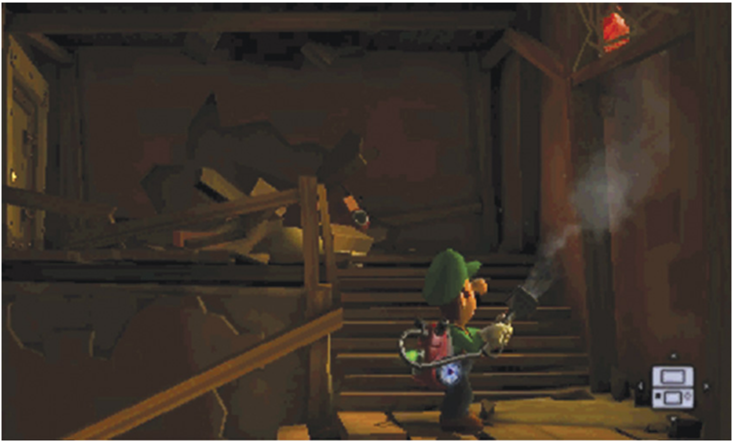
As you continue along Canyon Hall, examine crates to discover an optical illusion. The mirror leaning against the crate near the east wall is actually reflecting the crate near the west wall. Flash the spider shown in the reflection, then move past the crates to draw a Sneaker into the area.



After the ghost makes a few passes through the Canyon Hall, the crate near the west wall falls open and the gold bar inside is reflected in the mirror. When this happens, vacuum the gold bar to draw the Sneaker out of hiding. Retreat to a safe distance, then flash the Strobulb and capture the pesky Sneaker.



Continue to the north end of the Canyon Hall. Before you enter the Roundhouse Pit, step into the alcove in the east wall to find the door to the Canyon Stairs.



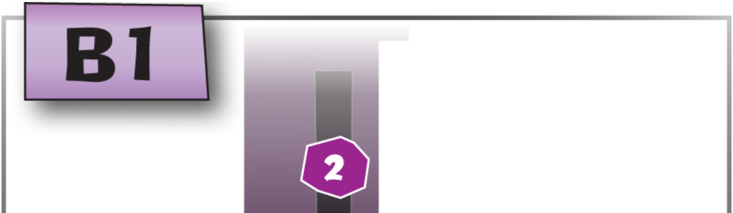
3 Enter the Canyon Stairs and climb to the first landing. Use the Poltergust to vacuum the Drop Ruby down from the nearby wall. After you collect the Gem, flash the bomb on the next landing to clear the rubble out of the area.

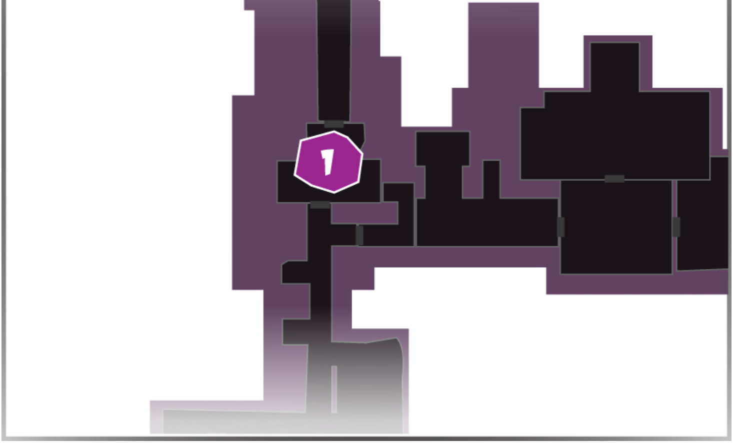
Gem Location

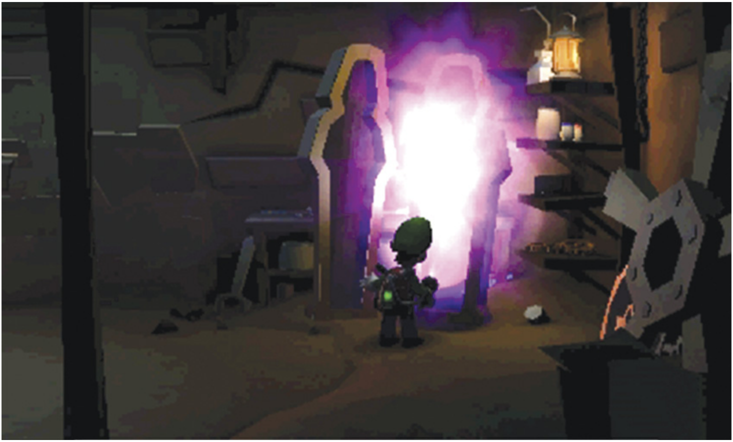
The Drop Ruby is in the southeast corner of the Canyon Stairs. Use the Poltergust to vacuum the web holding the Gem in place.

Answer the Duel Scream, then turn around and head back into the Canyon Hall. When you're ready, use the door in the north wall to enter the Roundhouse Pit.

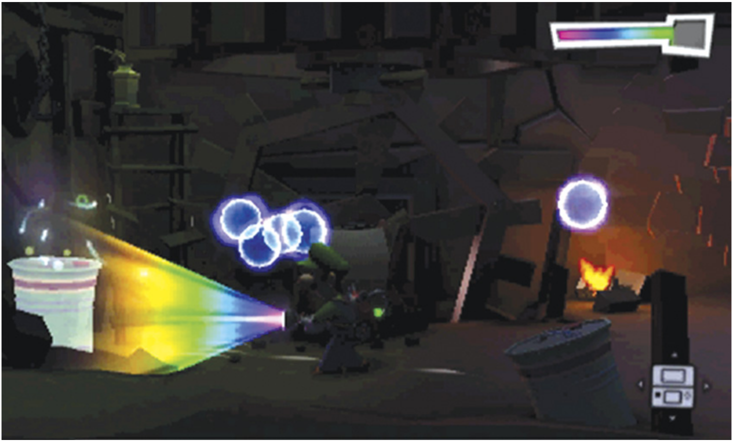
Reach the Quarry



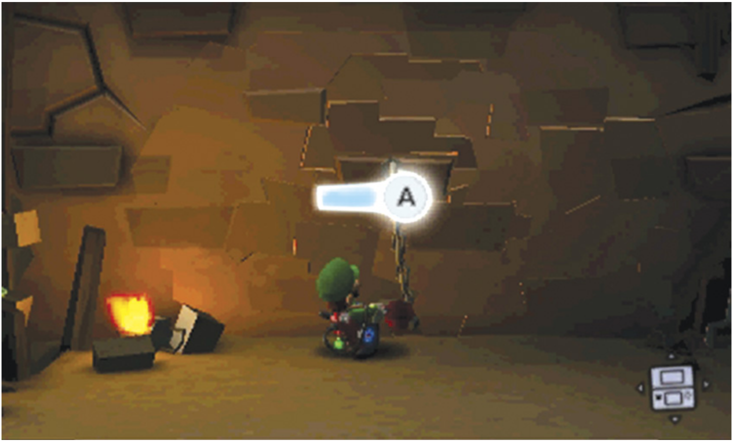




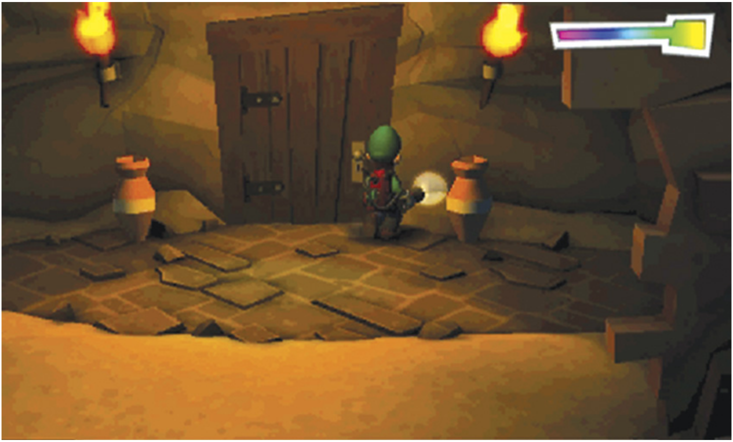
1 When you first enter the Roundhouse Pit, search the objects in the west half of the room; most of them contain explosives. Search the sarcophagus across the room to trigger a short cutscene.



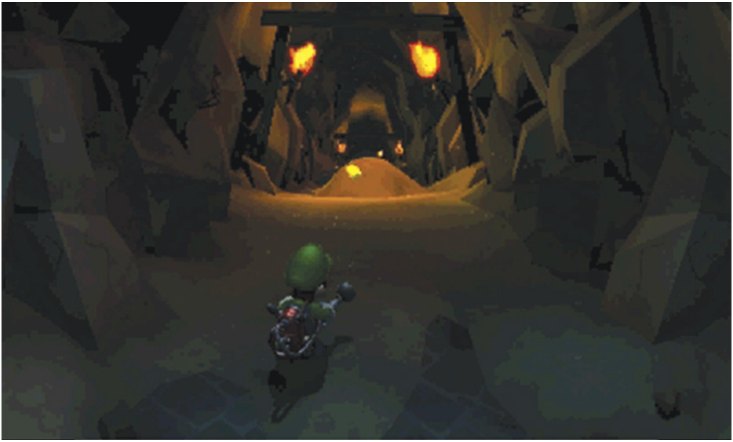
You’re pulled into the sarcophagus just as a Boo and a Hider enter the room. The Hider flies into one of the containers across the room, and the Boo releases enough Spirit Balls to mask two of the containers. When the cinematic ends, use the Dark-Light Device to reveal the missing containers, then search them to expose the Hider.



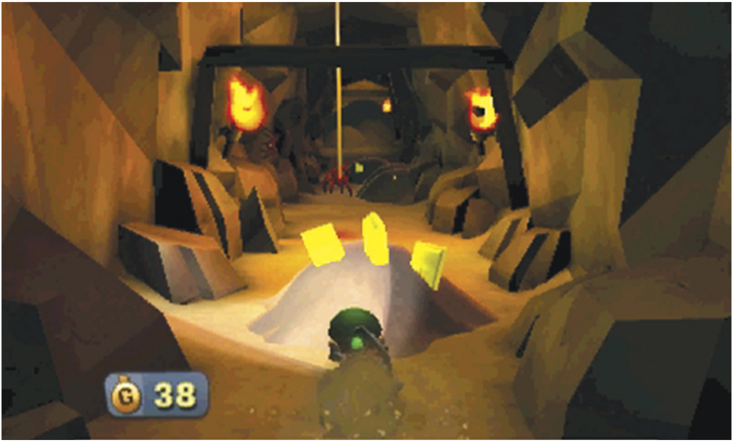
After you capture the Hider, vacuum the chain on the north wall and perform three A-Pulls. After the wall crumbles, answer the Duel Scream, then enter the revealed area.



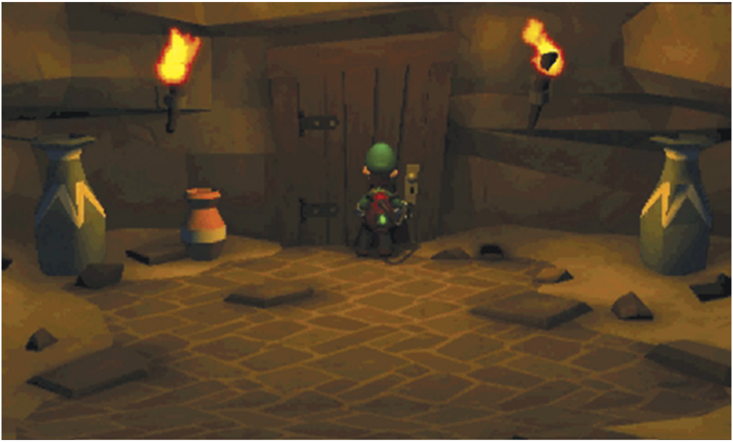
Search the vases along the wall, then head through the door and continue to the Pit Slide.



2 When you enter the Pit Slide, the cavern shakes. Head back to the Roundhouse Pit and search for treasure around the cave-in. When you're ready, return to the Pit Slide and head down the decline.

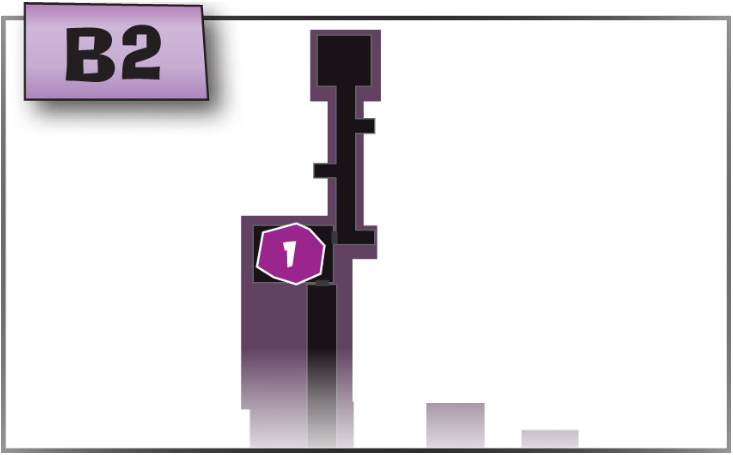


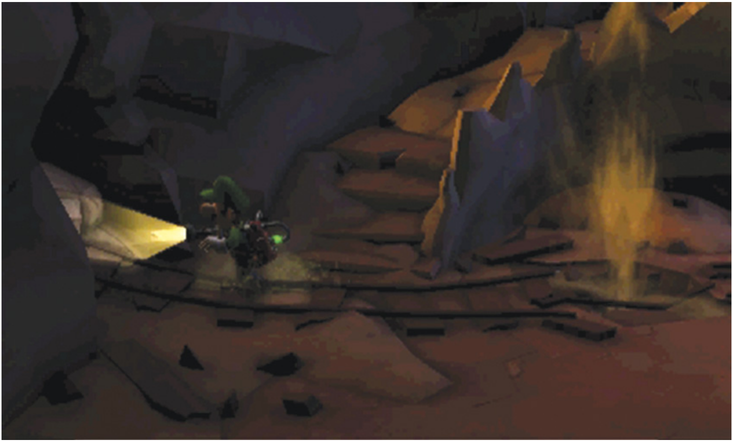
Use the Circle Pad to steer yourself as you slide down the decline. Smash through the sand piles to collect the embedded treasure, and avoid touching any of the spiders along the path.



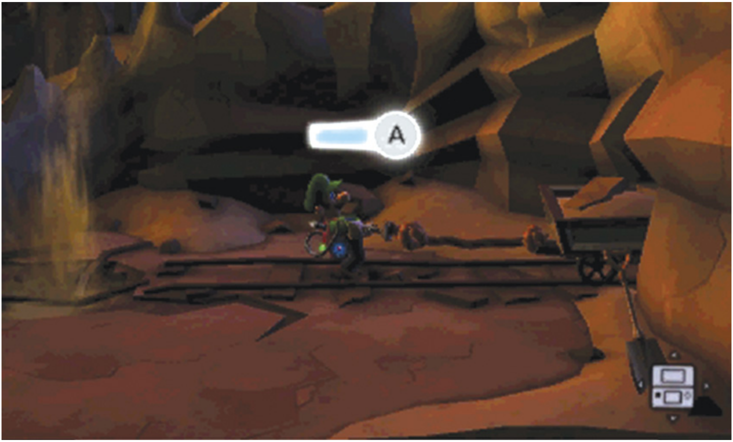
When you reach the bottom of the Pit Slide, search the vases along the wall, then head through the door to enter the Quarry.

Reach the Antechamber

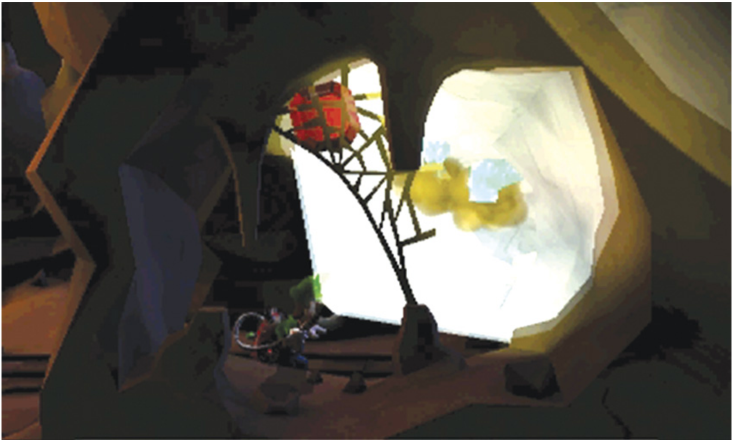




1 Follow the path down to the Quarry floor. Move into the small opening in the west wall to find some hidden treasure, then follow the tracks across the Quarry.



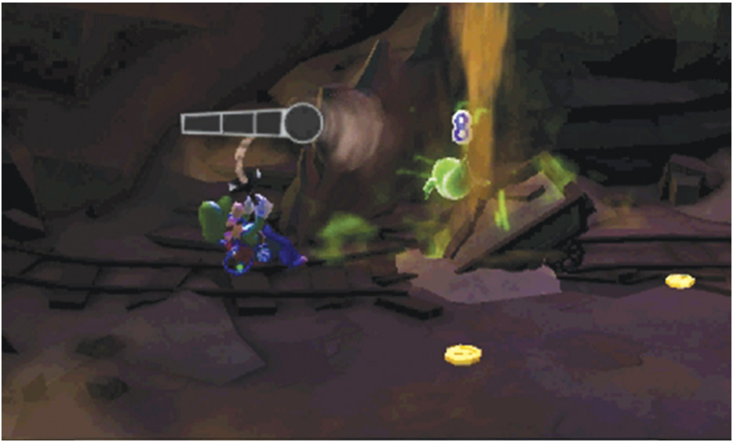
Find the cart at the area's east edge, then vacuum the attached rope and perform two A-Pulls. As you do, some gold bats fly into the small cave in the Quarry's east wall.



Follow the gold bats into the cave and flash them with the Strobulb. Collect the resulting treasure, then vacuum the Pebble Ruby stuck in the web.

Gem Location

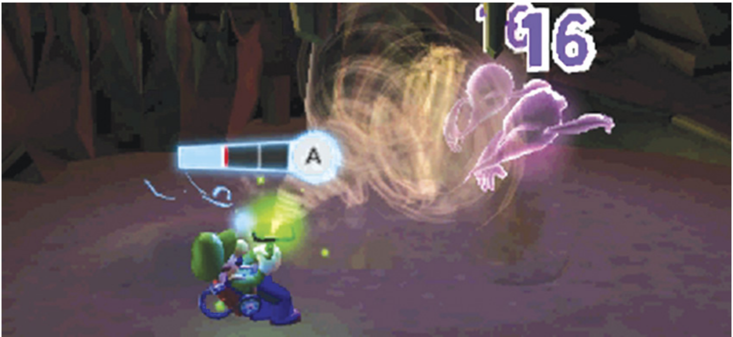
A-Pull the cart at the bottom of the Quarry, then enter the revealed cave and vacuum the Pebble Ruby down from the ceiling.



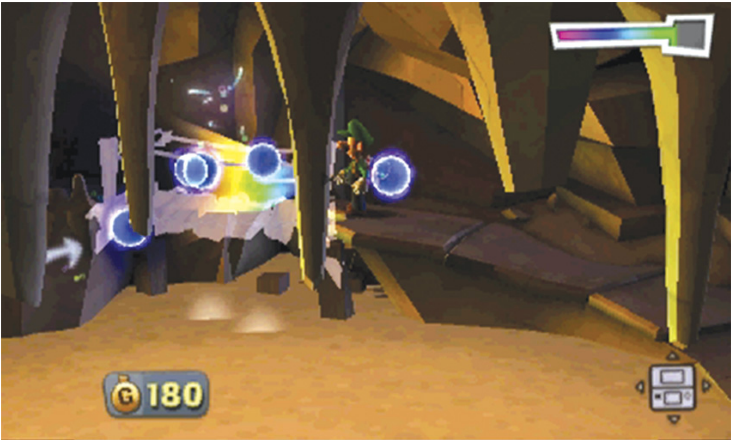
When you're ready, return to the cart and perform two more A-Pulls. When the cart falls into the pit in the Quarry floor, the room begins filling with sand and Greenies start appearing in the area. Capture each ghost as it shows itself, and keep moving to avoid attacks from shovel-wielding Greenies.

Caution

Make sure you collect the Pebble Ruby before you fill the Quarry with sand!

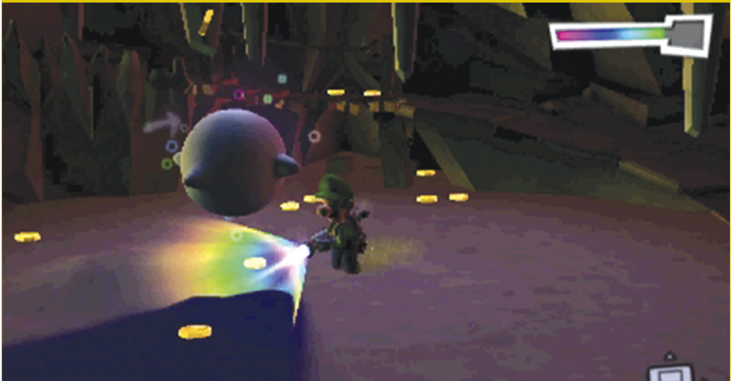


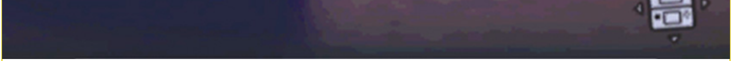
Once you've captured the Greenies, some Sneakers move into the area. Watch the sand for signs of movement—as a Sneaker floats through the area, it kicks up a fair amount of dust. Lure multiple Sneakers to a single area, then flash them with the Strobulb and wear them down with the Poltergust.



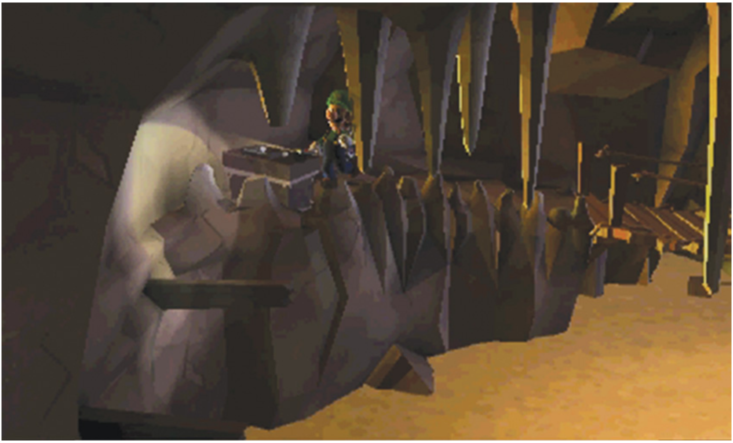
After you deal with the Sneakers, use the Dark-Light Device to reveal the missing bridge along the north wall. When you capture all of the Spirit Balls, a Boo appears in the room.

Boo Location



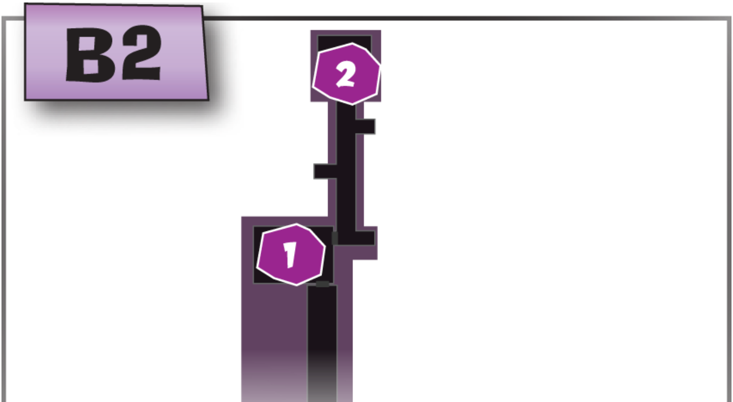


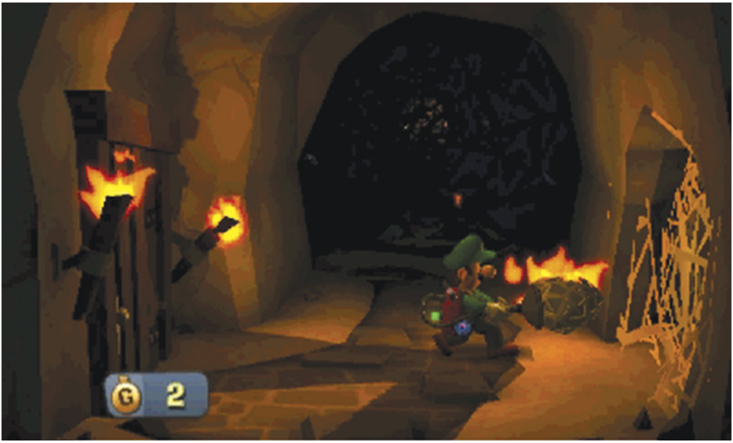
This mission's Boo is located near the top of the quarry. After the Quarry fills with sand, use the Dark-Light Device to reveal the missing bridge along the north wall. After you capture the Spirit Balls, use the established tactics to weaken and capture Bootine.



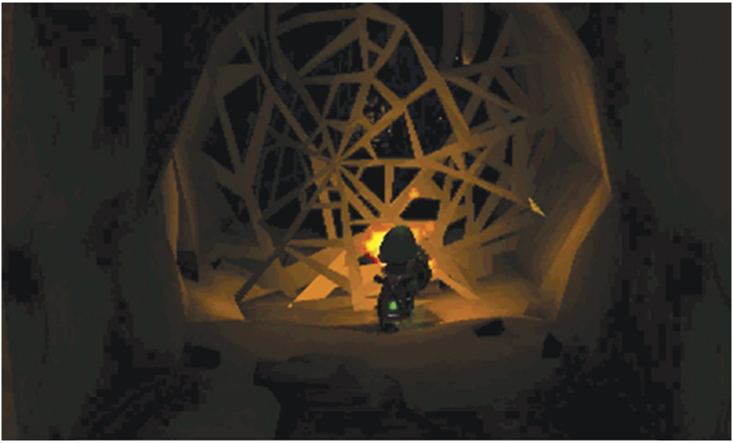
After you capture the Boo, move across the bridge and open the box at the end of the track. When you're ready, head through the door in the east wall to find the Antechamber.

Find the Clock Hands

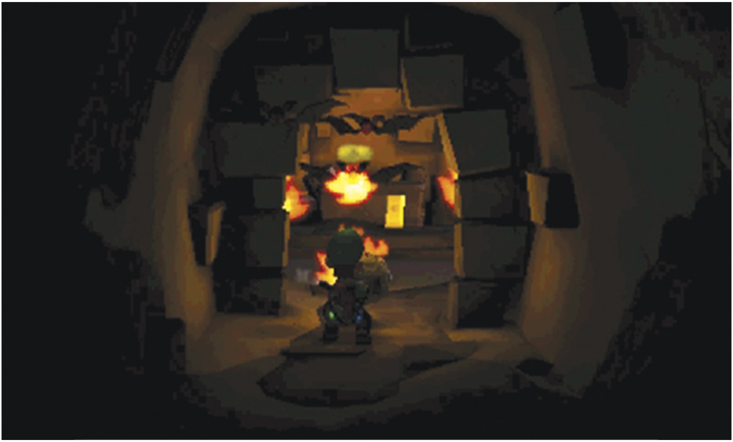




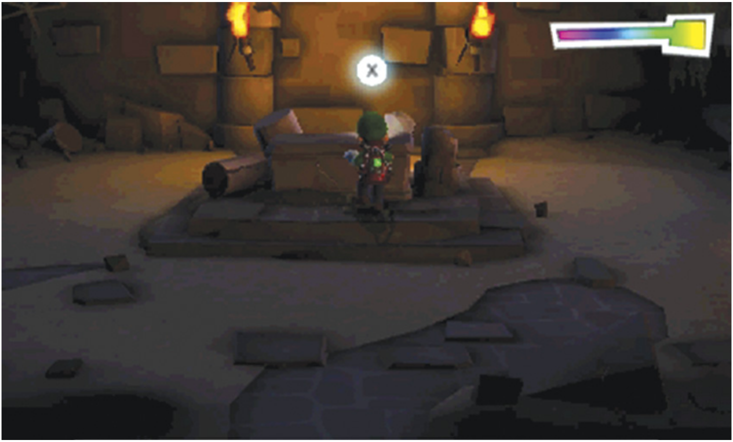
1 The Antechamber is long, dark, and crawling with spiders. To make your way through the area, you'll need an improved light source. Follow the path north and flash the spiders dangling from the ceiling. When you reach the large web blocking the path, use your Flashlight to find the web-ball near the west wall. Carry the web-ball to the Antechamber's south end and use one of the torches to ignite it. Use the flaming ball to burn the web on the east wall.



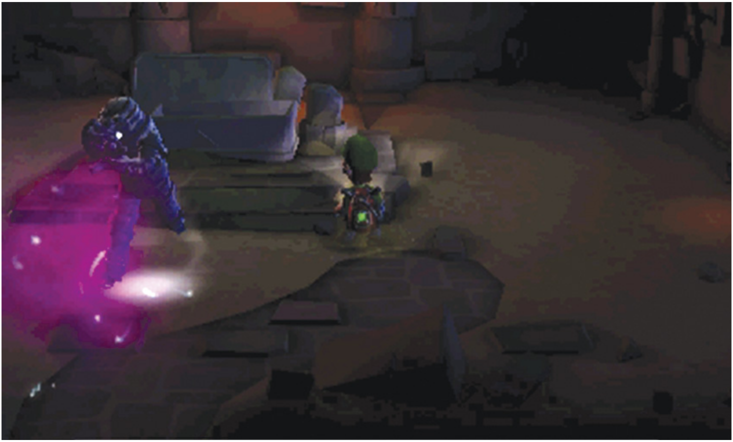
Search the alcove in the Antechamber's southeast corner to find a nice stash of treasure. Return to the location at which you collected the web-ball to find a fresh ball waiting. Carry it back to the torches and continue to clear webs out of your path.



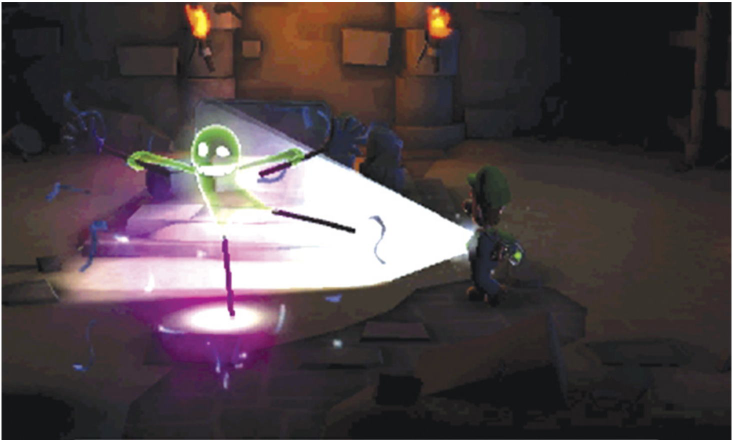
As you follow the Antechamber north, use the Touch Screen map to identify the alcoves along the way. When you search each alcove, use a flaming ball to light the torch on the wall. The alcove to the near the middle of the path contains a stash of Hearts; the alcove near the Antechamber's north end contains several gold spiders. Collect fresh web-balls as needed, and make your way to the Tomb at the Antechamber's north end.



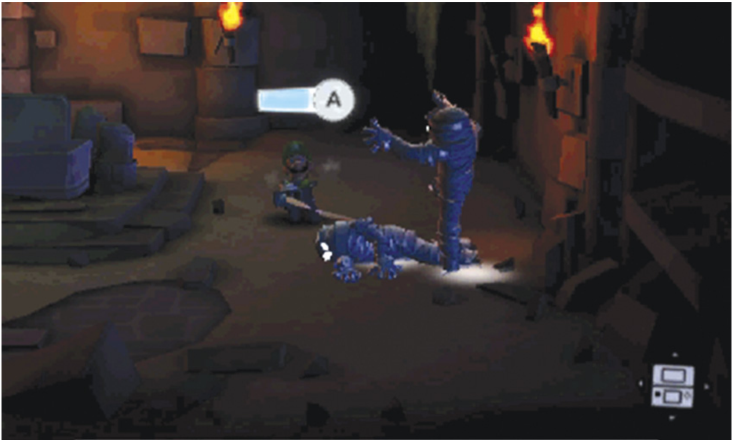
2 After you reach the Tomb, open the coffin at the center of the room to trigger a cinematic. The clock hands were, in fact, stored in the coffin, but an Ancient Poltergeist snatches them away and flees the room.



At the end of the cinematic, a mummy bursts out of the ground. This seemingly new monster is actually a common Greenie in disguise! Lure the mummy toward a wall, flash the Strobulb to temporarily blind the enemy, then run out of its path. As the mummy attempts to recover its vision, it charges into the wall and topples over.



While the mummy is incapacitated, A-Pull the loose bandage to reveal the Greenie inside. Once the Greenie is exposed, flash it and capture as usual. When you do, two more mummies appear.



Repeat the process to defeat each of the remaining enemies. Lure the mummies into charging, then A-Pull their bandages after they fall over. Capture all three of the bandaged Greenies, then answer the Duel Scream to complete the mission and return to the Bunker.

Tip

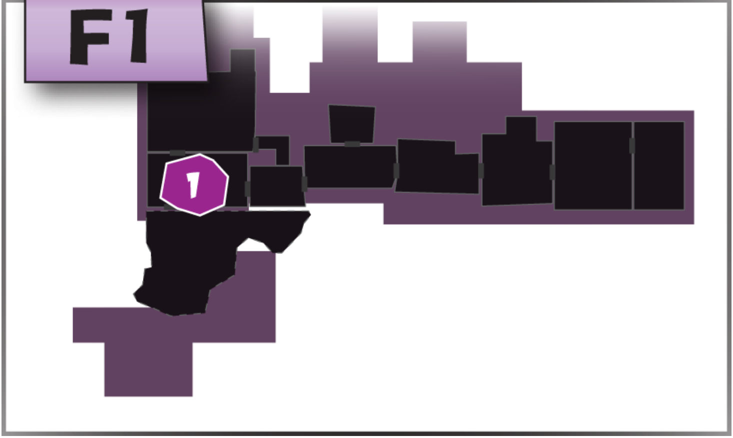
Whenever possible, try to lure a mummy into a flame. If you burn the bandages, the disguised Greenie is automatically revealed!

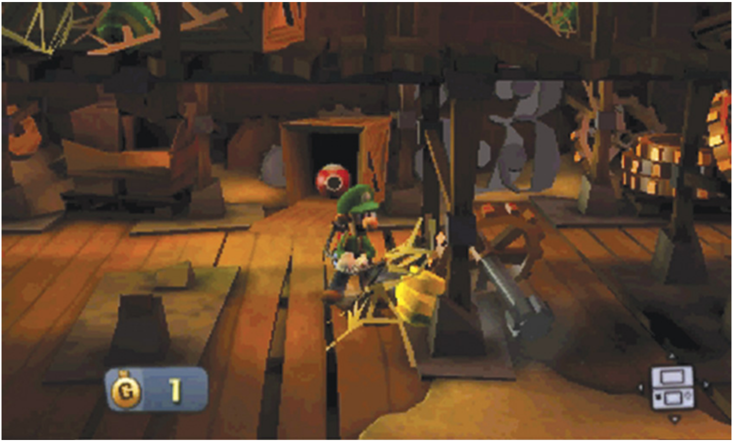
C-3 Roundhouse Brawl

Professor E. Gadd's Mission Description

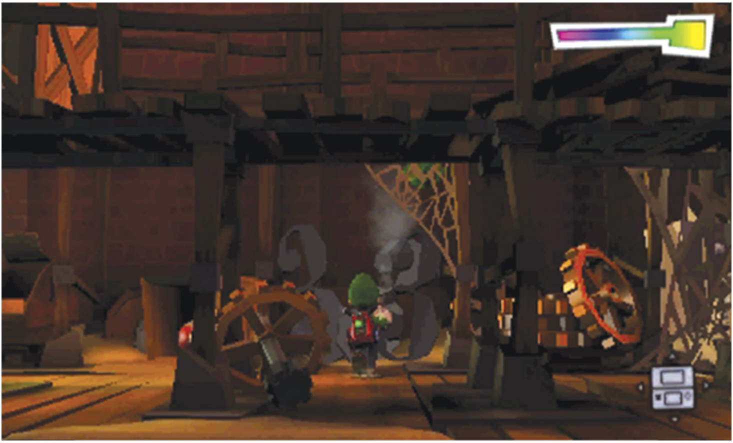
That ancient ghost ran off with the clock hands we're looking for. Thankfully, his strong paranormal signature made him easy to find!

Search the Warehouse





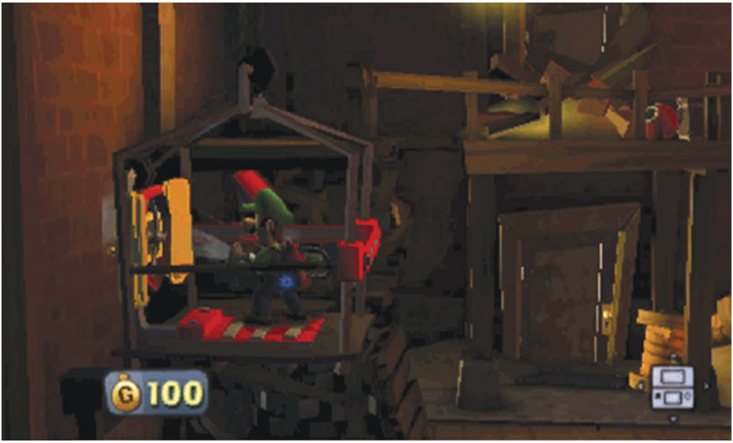
1 When the mission starts, you're transported to the Warehouse. There are some valuable items in the area, so make sure to conduct a thorough search. Vacuum the web from the yellow spool near the center of the warehouse. Once the spool is free, carry it to the winding machine and unravel it.



There's a green ribbon spool stuck in a web near the room's northeast corner. Again, vacuum the spool and use the winding machine to unravel it.

Caution

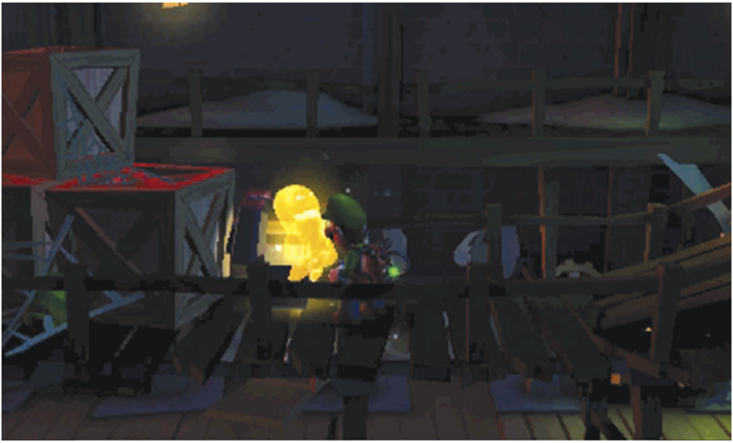
Flash all of the spiders in the area, but watch out for the bomb near the center of the room. Trigger the bomb under controlled circumstances, or avoid flashing it altogether.



When you're ready, step onto the lift at the Warehouse's west edge, and vacuum the wheel ride up to level F2. Flash the rubble pile blocking the door to trigger the nearby bomb. Back away until the explosion clears the rubble.

Note

To return to level F1, use the Poltergust's blower mode to spin the lift wheel.



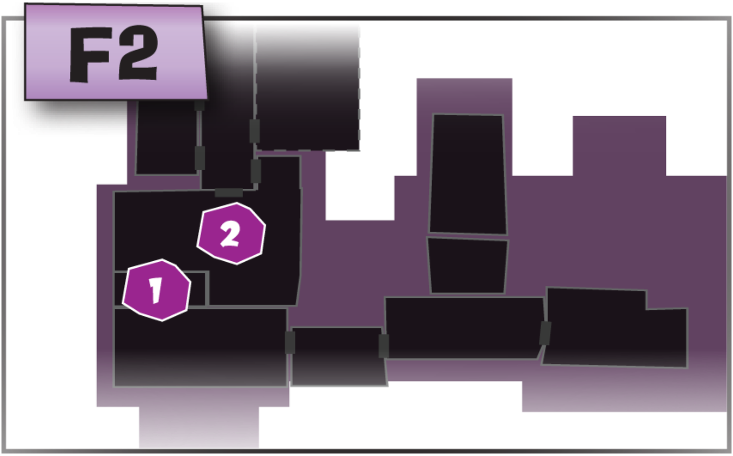
Once the path is clear, approach the box near the door. As you do, the box slides away from you. Chase the box through the area until it stops at the large crates. Open the box to reveal a Gold Greenie, then capture the ghost before it escapes.

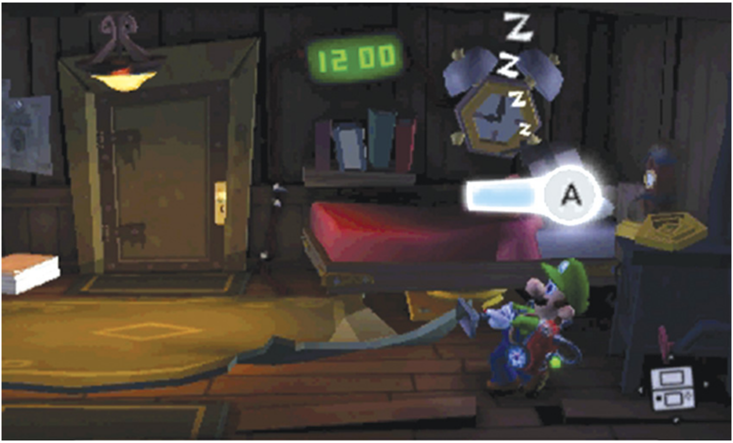
Tip

After you capture the Gold Greenie, look for the green ribbon spool on the south side of the large crates. Clear the webs from the spool, then take the spool back down to the winding machine.

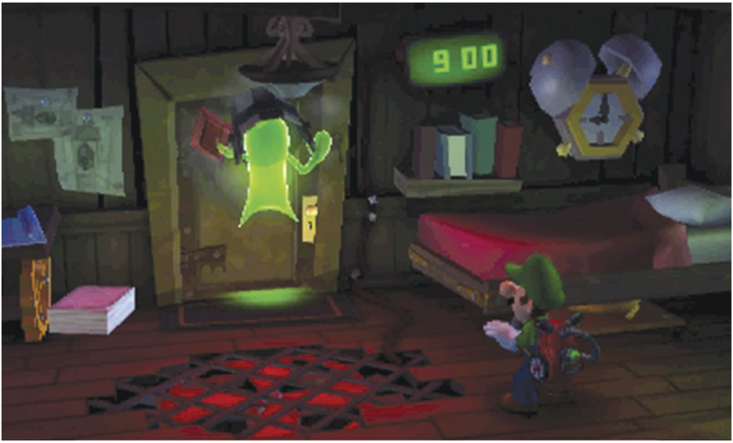
When you're finished searching the Warehouse, exit through the door near the northwest corner of level F2 to enter the Clockmaker's Chambers.

Reach the Transportation Hall





1 When you first enter the Clockmaker's Chamber, there's a Greenie sleeping in the bed. A-Pull the rug to reveal a large rotor in the floor.



The rotor controls the digital clock on the wall. Use the Poltergust to spin the rotor until the digital clock is set to 9:00, matching the nearby alarm clock. When the alarm goes off, the Greenie springs out of bed. After you capture the ghost, collect the Rhombus Ruby it leaves behind. Search the objects scattered around the room, then use the door in the north wall to enter the Roundhouse.

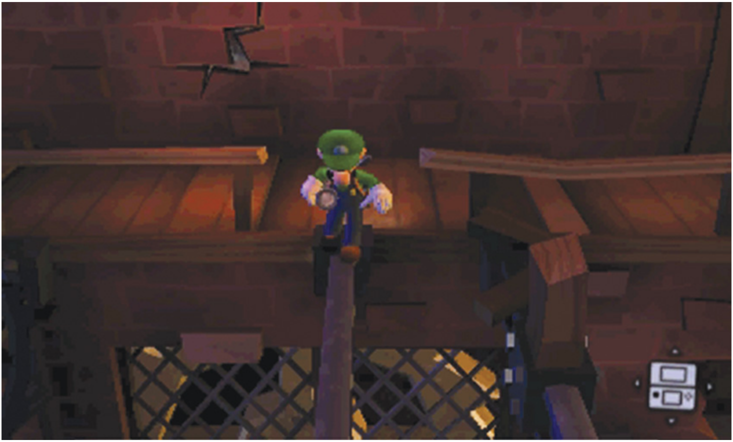
Gem Location

The Rhombus Ruby is held by the sleeping Greenie in the Clockmaker's Chamber. Spin the rotor in the floor until the digital clock reads "9:00," then capture the startled Greenie when it springs from the bed.

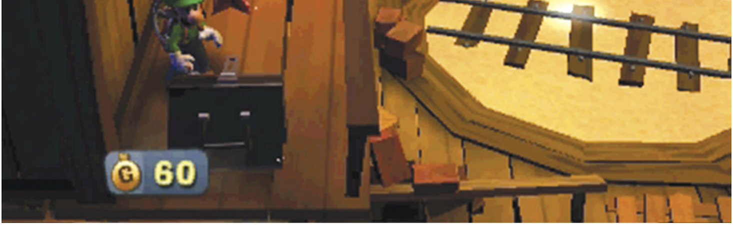
2 Approach the beam near the area’s west wall, then answer the call on the Duel Scream. Step onto the beam and make your way across the Roundhouse. When you reach the obstruction at the center of the beam, leap to the neighboring beam to keep moving forward.

Note

Slide the Circle Pad left and right to jump between beams.



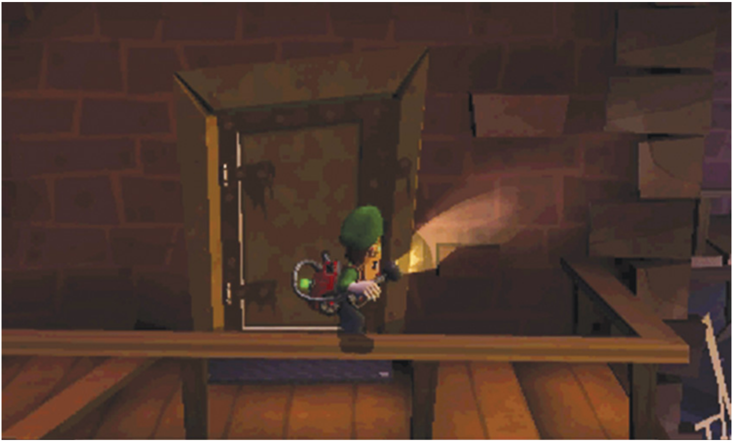
When you reach the north edge of the Roundhouse, flash the gold spider on the wall, then use the nearby crack to peek into the Finishing Room. Before you head into the Transportation Hall, use the next pair of beams to move back to the area’s south edge.



After you cross the beams, follow the small walkway to the right. Collect the treasure at the bend and continue to the end of the walkway. Open the box near the south wall to find the Star Ruby.

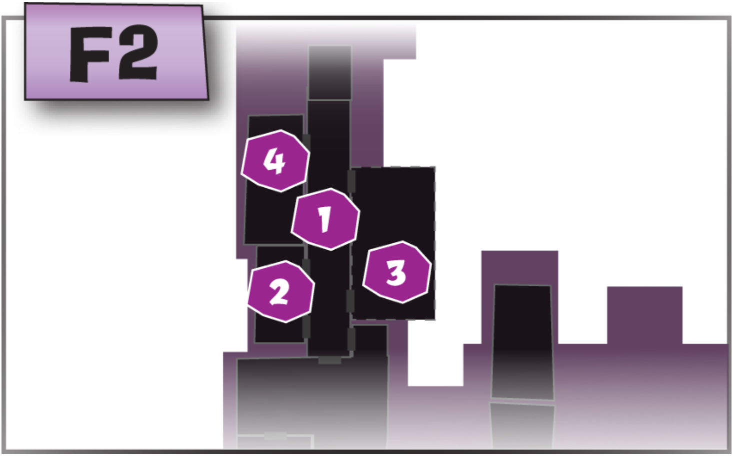
Gem Location

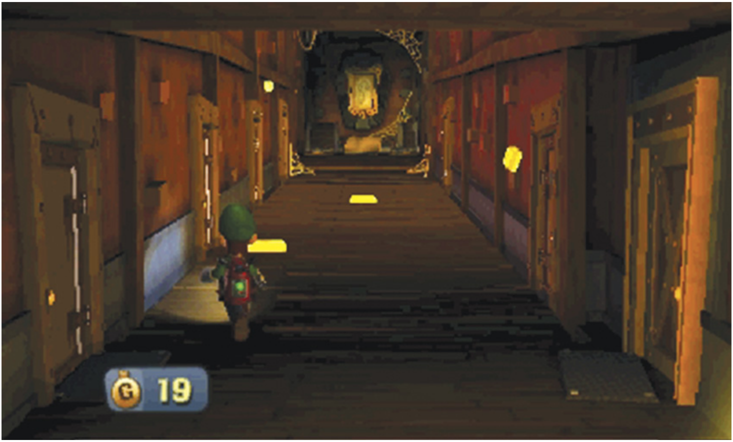
The Star Ruby is in a small box on the F2 level of the Roundhouse. After you cross the beams to the north side of the area, use the next pair of beams to cross back to the south. Follow the walkway around the corner and open the box at the end of the path.



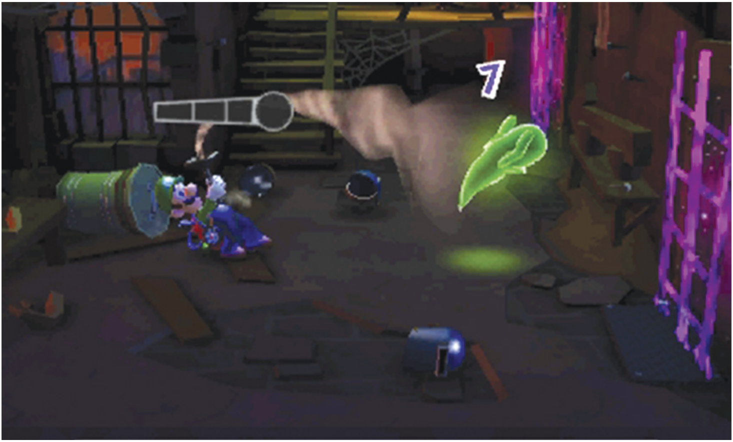
When you're ready, cross the beams back to the north edge of the Roundhouse. Follow the walkway to the right, then head through the door near the end of the path to find the Transportation Hall.

Collect the Key

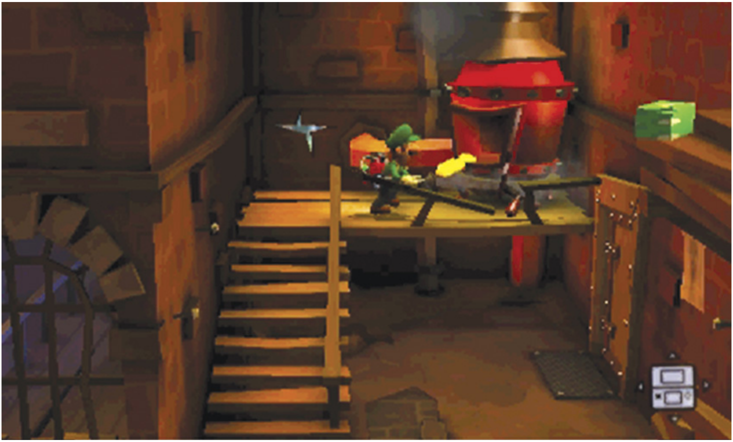




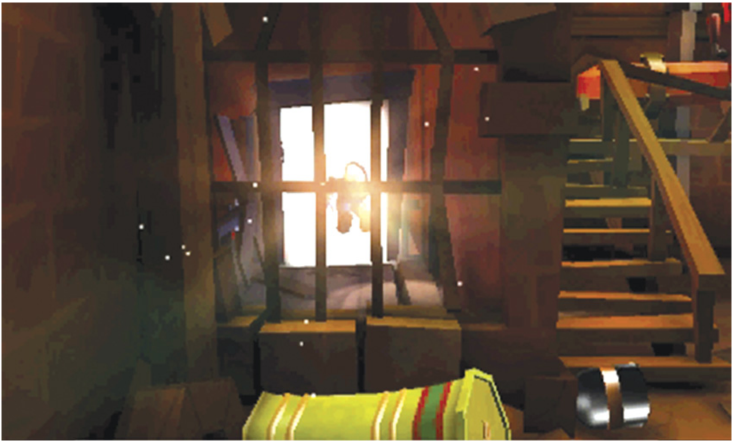
1 When you step into the Transportation Hall, a short cinematic plays. After trapping a Key in a framed sketch, a Boo vanishes from the area. Follow the path toward the framed sketch; as you do, the floor behaves like a treadmill. As you walk forward, the moving floorboards match your speed to keep you from making any progress. Collect the treasure the floorboards carry toward you, then enter the door in the area's southwest corner to find the Finishing Room.



2 When you enter the Finishing Room, flash the bomb on the stairs. Lead the bomb around the room until it explodes, then search the room for enemies. The Greenies in this area use welding masks to protect themselves from Strobulb Flashes. Find the floating welding mask, and use the Dark-Light Device to force the Greenie out of hiding. Flash the revealed enemy and use the Poltergust to capture it.



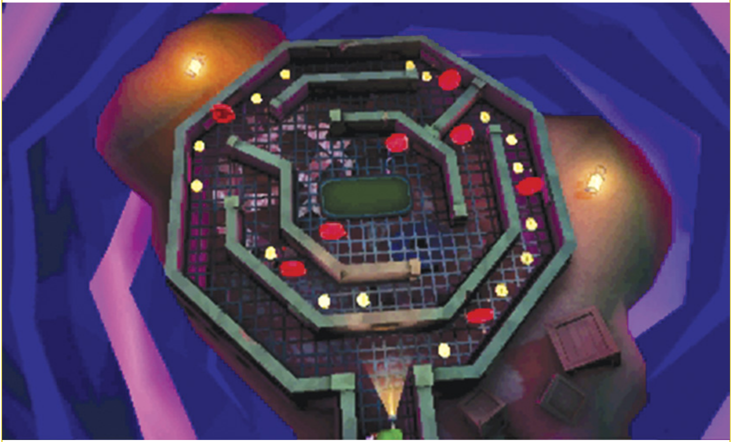
After you capture the first Greenie, two more mask-wearing Greenies appear in the Finishing Room. Capture the remaining enemies, then search the room for treasure. Climb the steps and peek through the crack in the north wall, then collect the treasure in the furnace. Vacuum the coins down from the ceiling, then vacuum the bills stashed along the east wall.



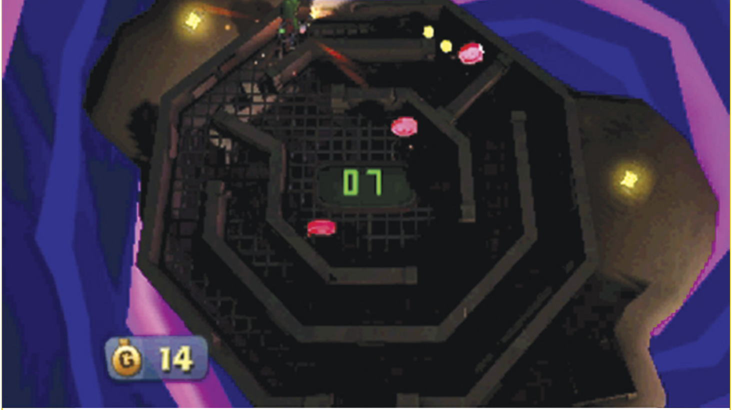
Head under the steps to find the area hidden behind the window. A-Pull the cloth from the window frame to reveal the room's northwest corner, then open the door on the north wall to find a bonus challenge.

Bonus Challenge: Finishing Room Door

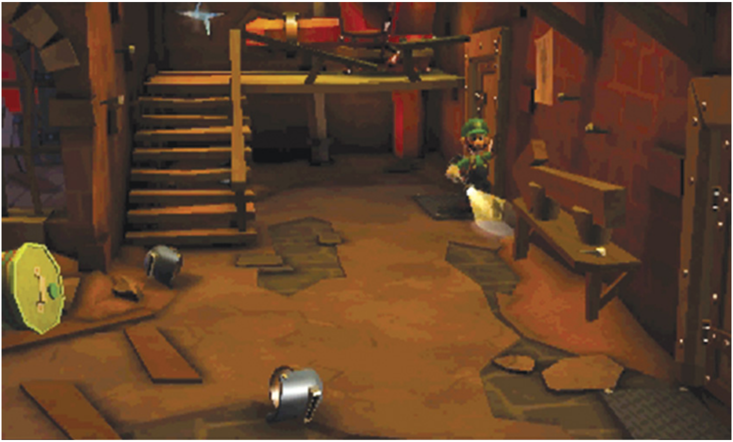
During C-3 Roundhouse Brawl, the door in the northeast corner of the Canyon Narrows contains a bonus challenge.



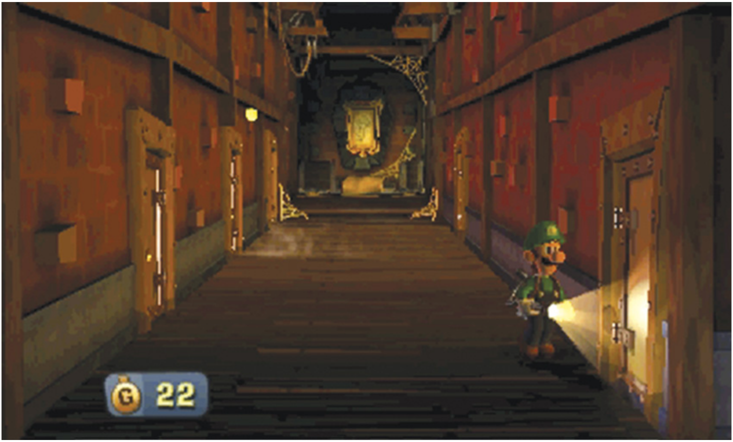
To complete this challenge, you must collect eight Red Coins within the allotted time. When the challenge starts, the area goes dark; fortunately, the coin trails are still visible. Veer right and follow the trail until you hit a wall, then make a hard left turn and follow the next trail.



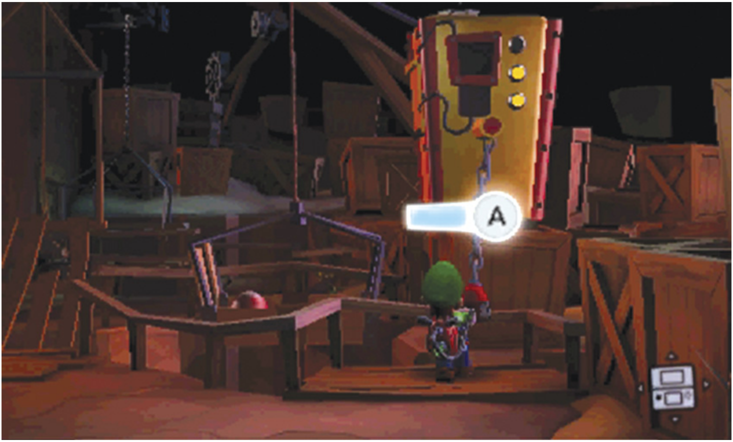
Work your way around the maze, saving the two Red Coins at the center for last. Aside from occasional flashes of lightning, you must rely on your memory of the maze to navigate the area. Collect all eight Red Coins within the time limit, then open the box that appears at the center of the maze. Collect the treasure to end the challenge and return to the Finishing Room.



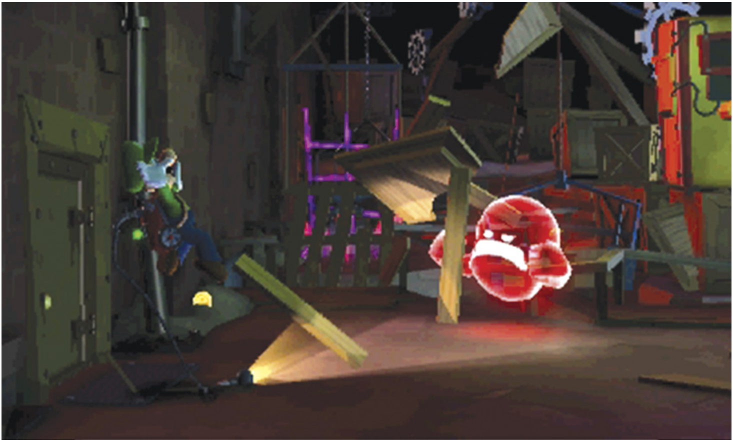
Leave the Finishing Room through the door near the northeast corner.



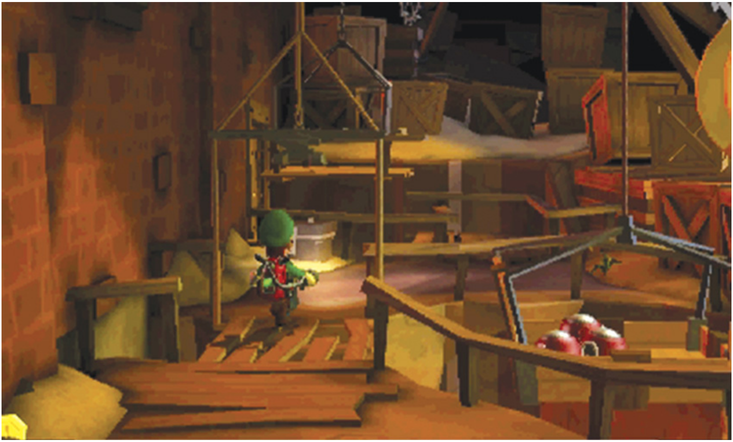
The Transportation Hall still prevents you from moving north. Cross to the east wall, flash the spiders that drop down from the ceiling, then collect the nearby treasure. Move a few steps to the south and use the door in the east wall to enter the Container Yard.



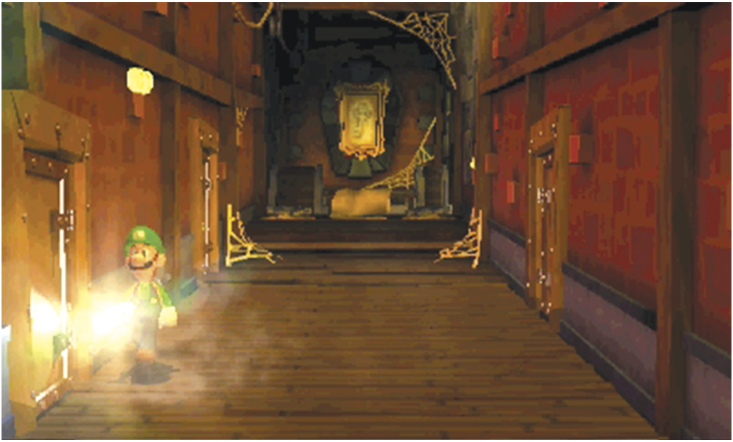
3 Move toward the Container Yard and A-Pull the chain hanging from the bomb dispenser. As you do, a nearby crate begins to slide across the floor.



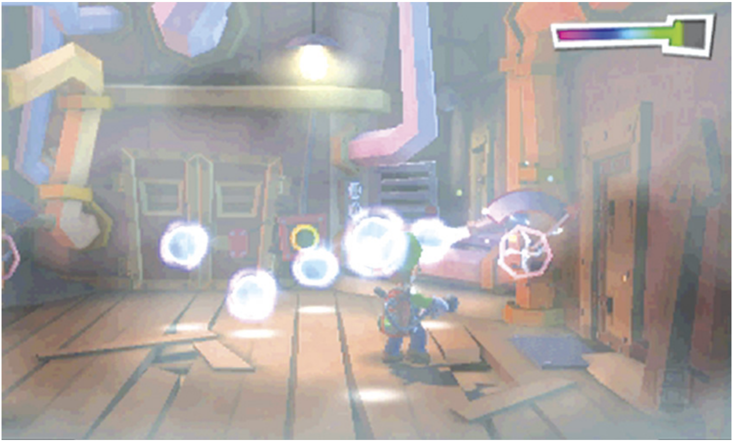
Move away and wait for the Slammer to burst out of the crate. When it does, a second Slammer appears nearby. Capture both ghosts, search the area for treasure, and return to the bomb dispenser.



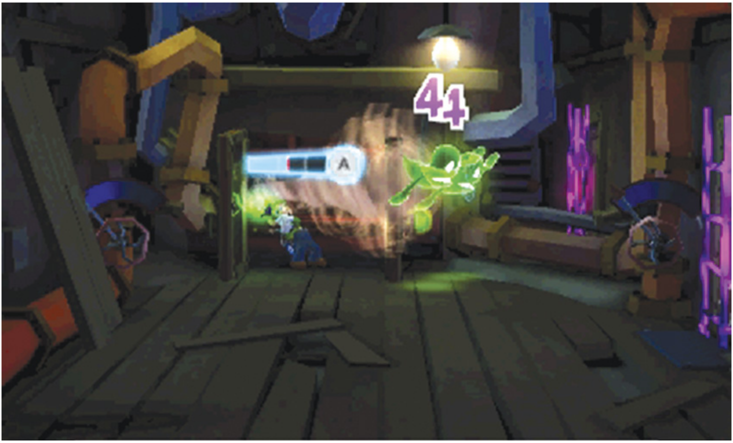
A-Pull the dispenser's chain until there are a total of three bombs in the suspended basket. As the bombs' weight lowers the basket, the nearby bridge drops into place. Cross the bridge, then turn around and flash bombs. After the explosion, the basket raises back up and the next bridge drops into place. Search the box near the west wall, then head through the door in the northwest corner and return to the Transportation Hall.



Cut across the Transportation Hall, take a few steps to the south, and use the door in the west wall to enter the Kiln Room.

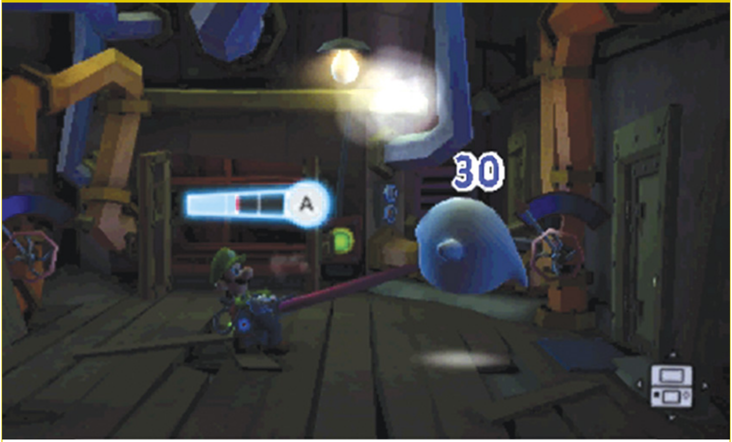


4 When you first enter the Kiln Room, steam is shooting out of the pipes on either side of the room. Use the Dark-Light Device to reveal the missing valve near the east wall. After you capture the Spirit Balls, use the Poltergust's blower mode to shut off the steam. Spin the valve near the east wall, then spin the valve near the west wall.

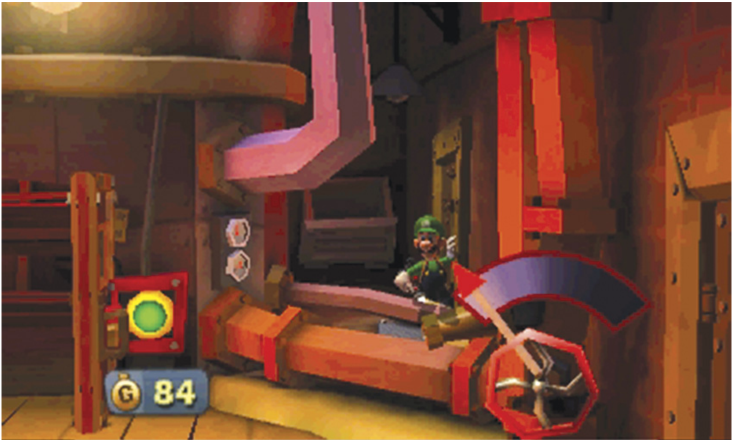


Vacuum any steam remaining in the room, then use the Strobulb to flash the green circular panel near the center of the area. When the doors swing open, enter the chamber to draw the Greenies out of hiding. After you capture both Greenies, Boodonkulous appears in the room.

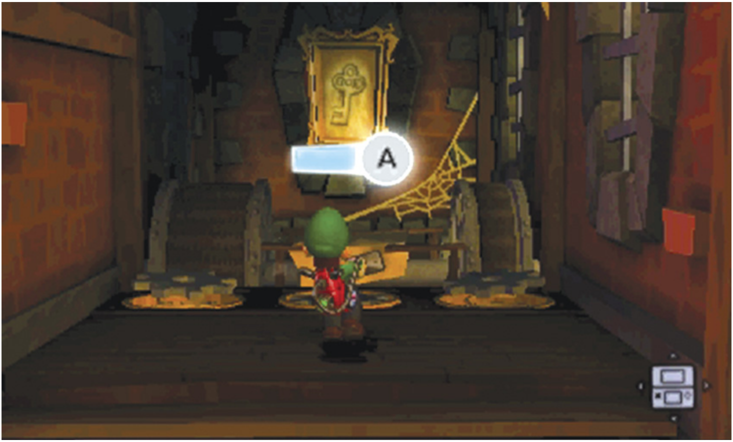
Boo Location



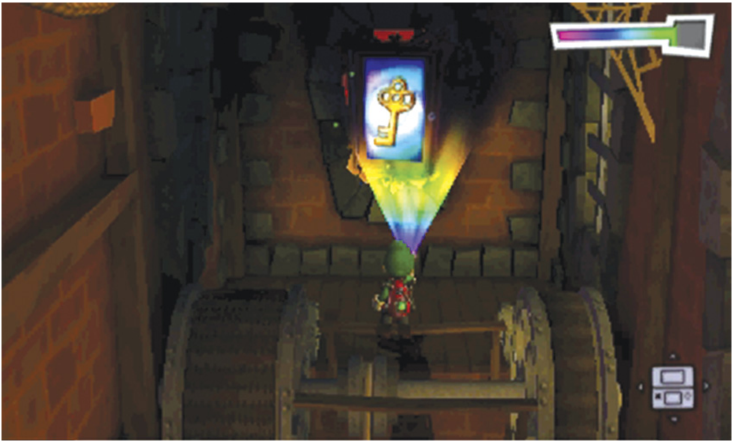
This mission's Boo appears after you capture the Greenies in the Kiln Room. When Boodonkulous shows itself, use the established tactics to weaken and capture the Boo.



Once the Kiln Room is clear, pass through the chamber and A-Pull the chain in the northeast corner. Flash the gold bomb that falls out of the vent, then run clear of the explosion. After you collect the resulting treasure, head through the door near the northeast corner.



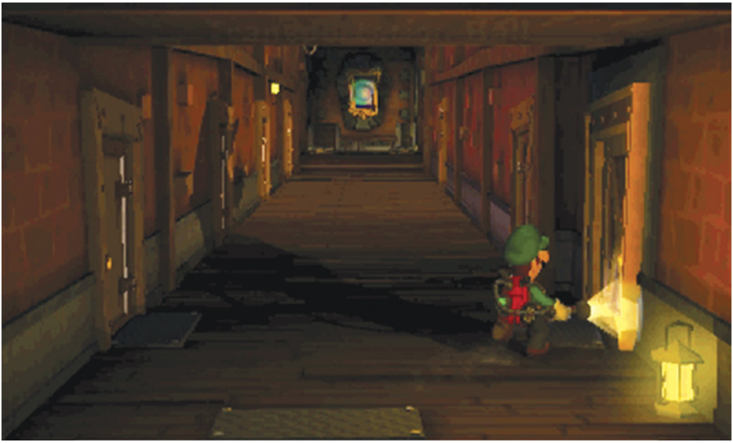
When you exit the Kiln Room, you emerge near Transportation Hallway's north end. A-Pull the cloth draped in the center of the path, then step onto the revealed gear.



The gear springs up, launching you toward the framed sketch. When you land, use the Dark-Light Device to draw the Key out of the framed sketch. Step onto one of the large spinning gears, walk back across the gap, and collect the Key from the floor.

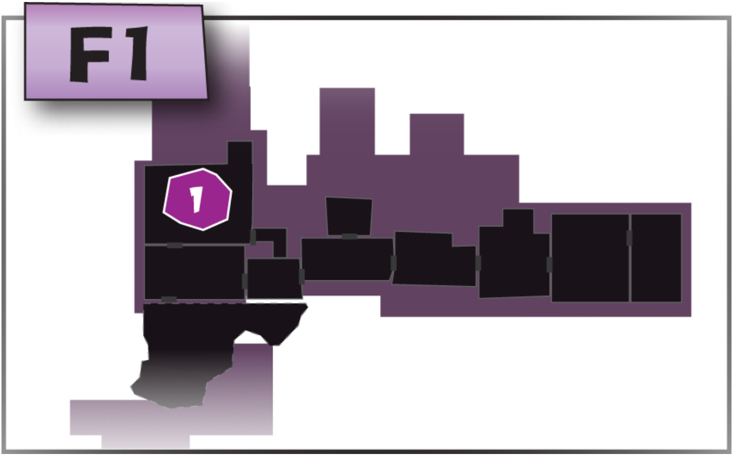
Key Location

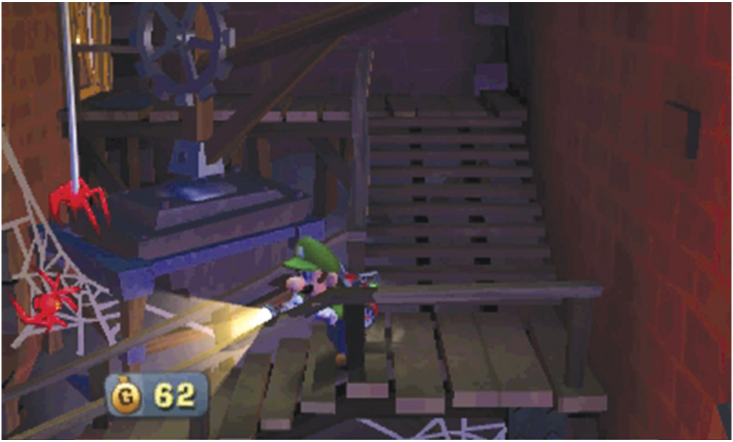
When you reach the north end of the Transportation Hall, use the Dark-Light Device to pull the Key out of the framed sketch.



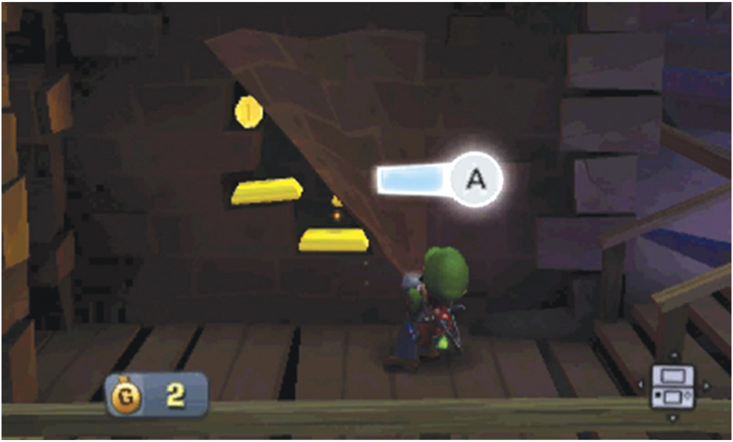
After you collect the Key, follow the path south. Flash any spiders you see along the way, then use the Key to unlock the door in the Transportation Hall's southeast corner.

Defeat the Ancient Poltergeist

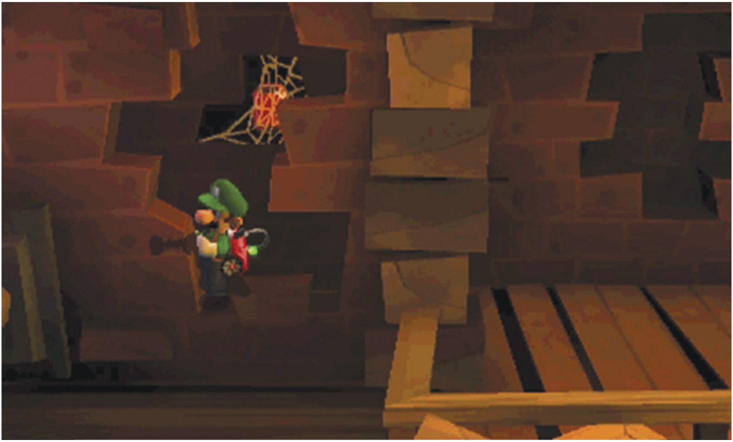




1 After you leave the Transportation Hall, flash the spiders along the steps and follow the path down to the F1 level of the Roundhouse.



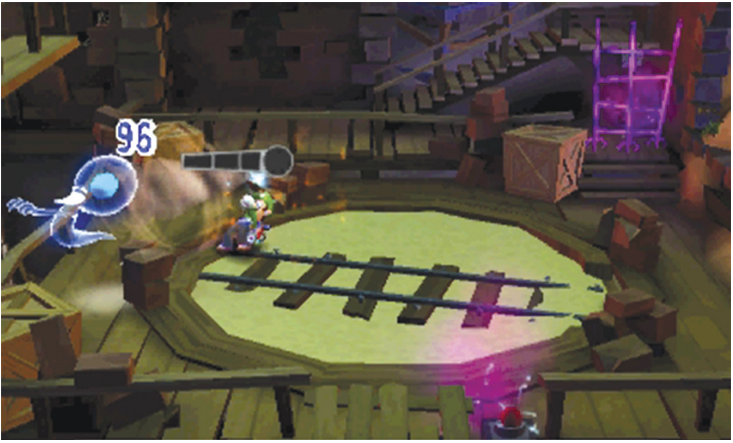
When you reach the bottom of the steps, A-Pull the patch of false bricks to reveal a treasure stash.



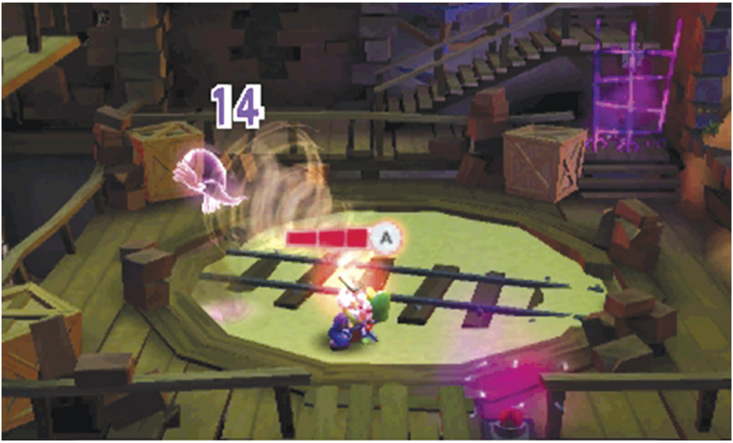
After you collect the treasure hidden in the wall, move a few steps to the west to find the Octagon Ruby in a small enclosure. Vacuum the Gem, then turn back and follow the path to the center of the Roundhouse.

Gem Location

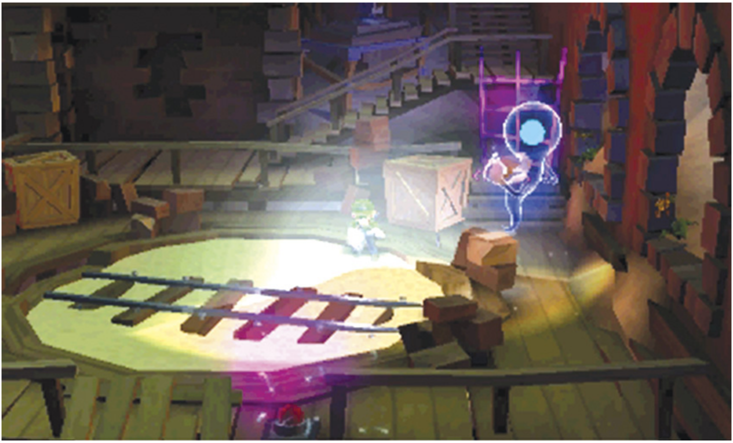
The Octagon Ruby is in a small enclosure along the north edge of the Roundhouse. From the bottom of the steps, follow the path west to find the Gem.



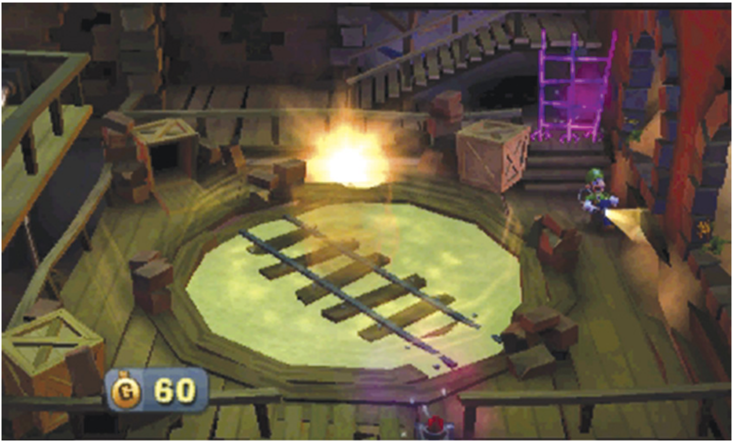
When you approach, the Ancient Poltergeist vanishes and starts moving around the area. Watch the sand for signs of movement, and dodge any incoming attacks. The Ancient Poltergeist throws bricks and explosives around the area, so stay alert! When you determine the ghost's location, flash it with the Strobulb and latch on while it's stunned.



As you struggle with the Ancient Poltergeist, keep an eye out for approaching Sneakers. If you see movement in the sand—or if the Sneaker shows itself—release the Ancient Poltergeist. Take a moment to capture the Sneaker before you return to the more powerful ghost.



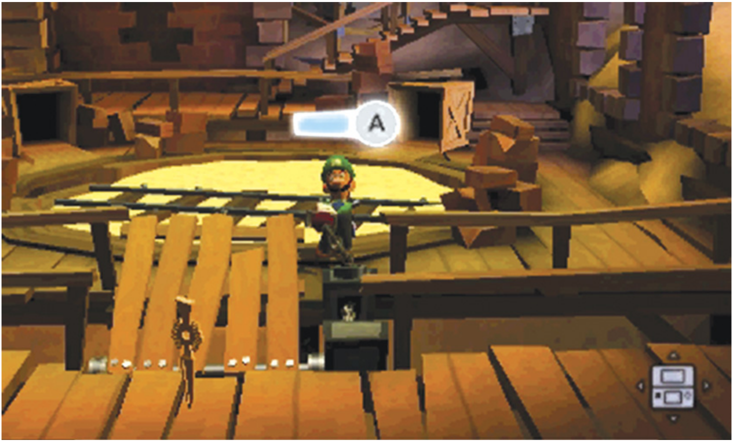
As the Ancient Poltergeist takes damage, it becomes more aggressive. Watch for signs of incoming attacks and react appropriately. When a brick begins to glow, the Ancient Poltergeist is preparing a throw. If possible, flash the brick to interrupt the ghost's attack. If you're unable to interrupt the throw, move quickly to dodge the attack.



When the central platform spins, it tosses explosives around the room. Circle the area to dodge each explosion until the platform stops spinning, then continue the battle. Dodge the incoming projectiles, clear out any Sneakers, and wear down the Ancient Poltergeist each time you're able to stun it.

Tip

Each time the platform stops spinning, the Ancient Poltergeist appears in the center of the area. Flash it before it vanishes!



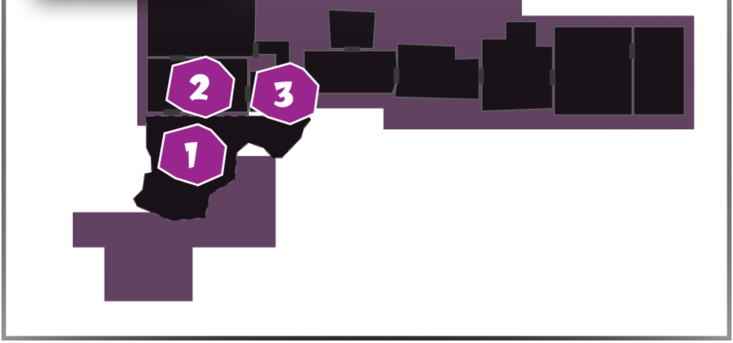
After you capture the Ancient Poltergeist, A-Pull the chain to the south. After the bridge drops into place, move across the gap and collect the first clock hand. When Professor E. Gadd calls, answer the Duel Scream to complete the mission and return to the Bunker.

C-4 Play Catch

Professor E. Gadd's Mission Description

Well, we've recovered the minute hand, but the hour hand is still missing. I've detected some signals in the Clockworks Court, so let's start our search there.

Follow the Trail to the Workshop

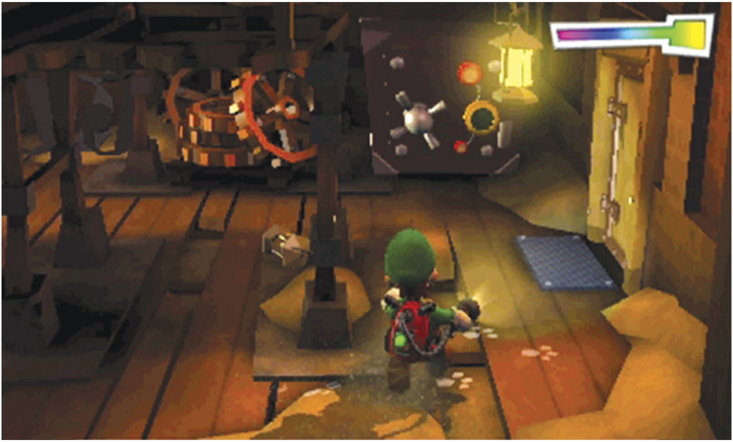


1 When the mission begins, you're transported to the Clockwork Court. Make a quick search of the area—vacuum the sand mounds and weeds, and check the treasure stashes at either end of the tracks. When you're ready, follow the Polterpup's trail into the Warehouse.

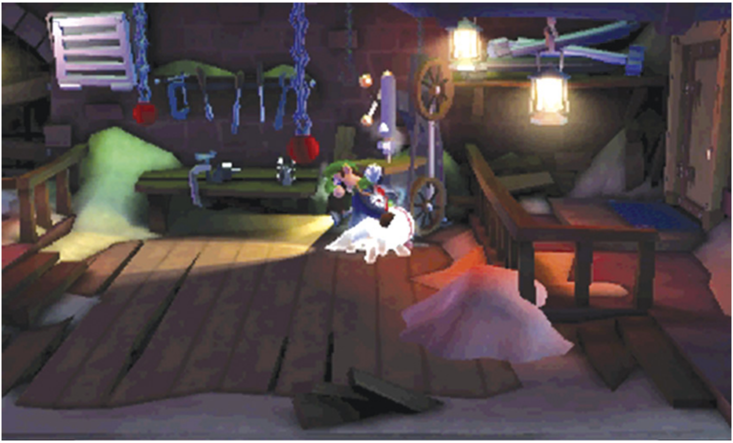
2 When you enter the Warehouse, some startled Greenies scatter. Flash the straggler, then latch on with the Poltergust. This Greenie is protected by a special shield that prevents it from taking damage during the struggle. Fill your Power Gauge and perform an A-Pull to destroy the shield, then charge a second A-Pull to capture the Greenie.

Note

When a Greenie is protected by shield, the color of the shield indicates how full your Power Gauge must be before you perform an A-Pull. A fully upgraded Power Gauge contains three segments; as each segment fills, the gauge changes from blue, to green, to red.



Search the nearby objects, then follow the Polterpup's trail to the east wall. When you're ready, head through the door and enter the Workshop.

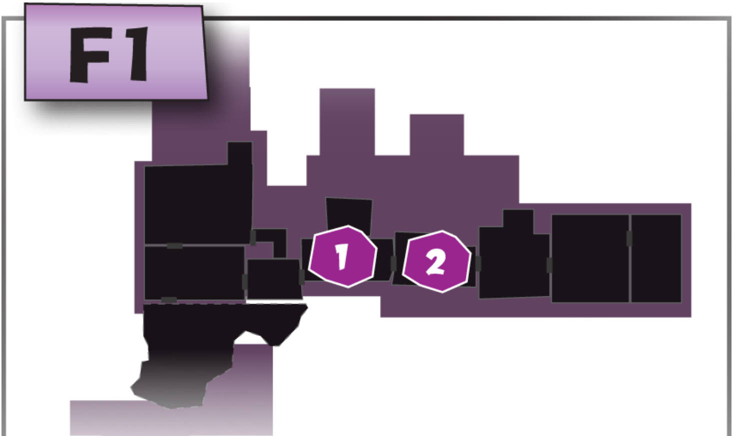


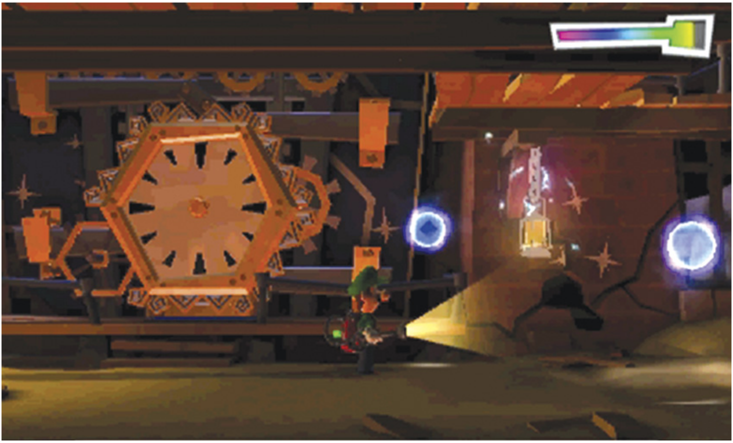
3 Follow the trail to the Workshop's north wall, and investigate the drill press to find the hidden Polterpup. When you do, the Polterpup knocks you to the ground and vanishes through the ceiling. Search the objects around the room and head through the door in the east wall.

Tip

Make sure you A-Pull the chain near the center of the room! Wait for the gold spider to appear, then flash it with the Strobulb.

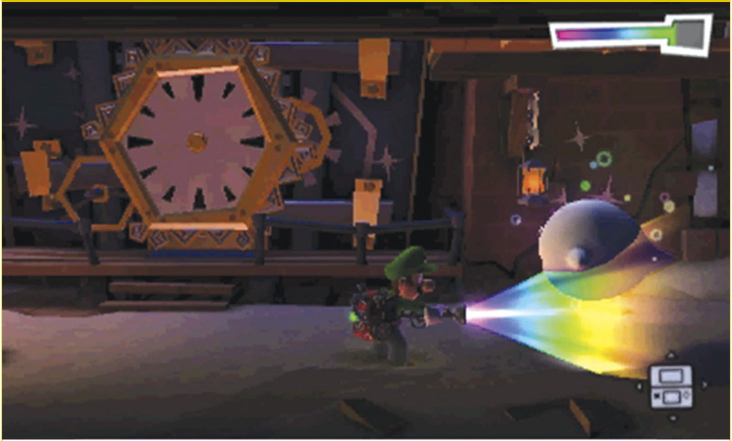
Reach Level F2





1 As you cross the Clock Gate Tower room, use the Dark-Light Device to reveal the lantern hanging just east of the gate. Capture all of the Spirit Balls to draw JamBoolaya out of hiding.

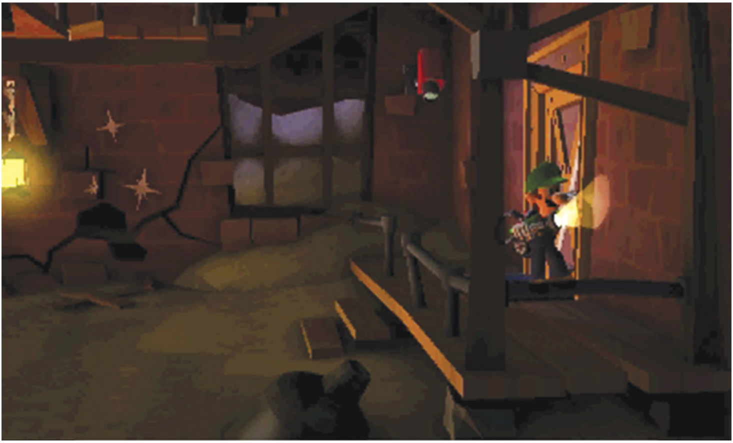
Boo Location



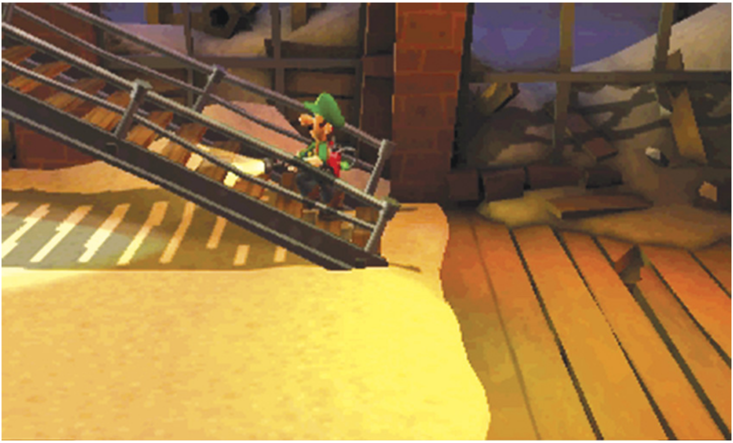
This mission's Boo is hiding in the Clock Tower Gate area. Use the Dark-Light Device to reveal the lantern hanging just east of the gate, then capture the Spirit Balls to reveal the Boo. Use the established tactics to weaken and capture JamBoolaya.

Note

As JamBoolaya bounces around the room, it often lands on the walkway above you. When this happens, stand below the stunned Boo and vacuum its tongue down from the walkway. The next A-Pull should cause the ghost to bounce back down to the ground.

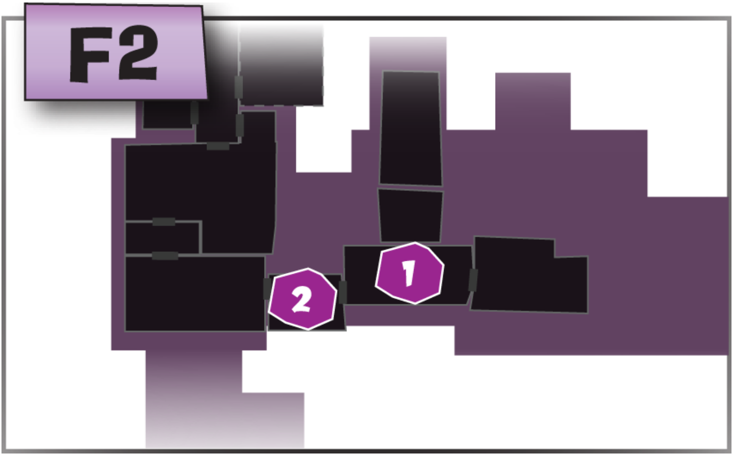


Use the door in the east wall to enter the Cargo Room.

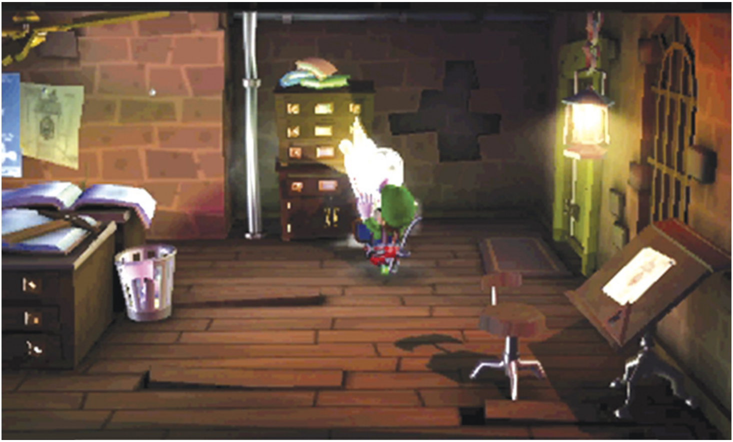


2 During this mission, the Cargo Room doesn't contain much of value. Climb up to level F2, search the objects at the top of the steps, then head through the nearby door.

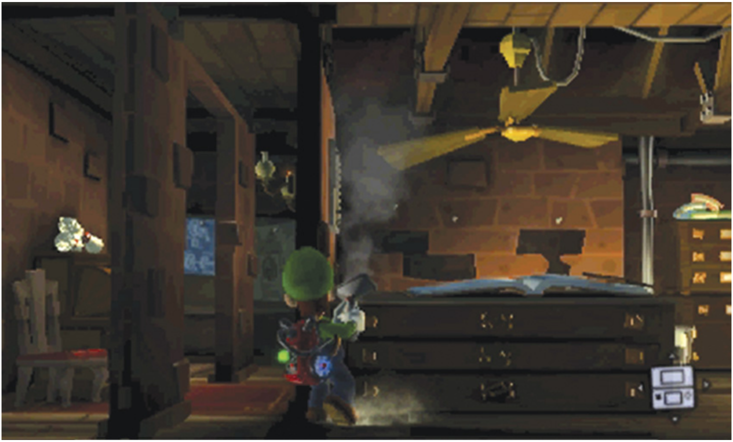
Find the Polterpup in the Drafting Office



1 When you enter the F2 level of the Clock Tower Gate, search the nearby objects for treasure and follow the walkway across the room. Use the door in the west wall to enter the Drafting Office.

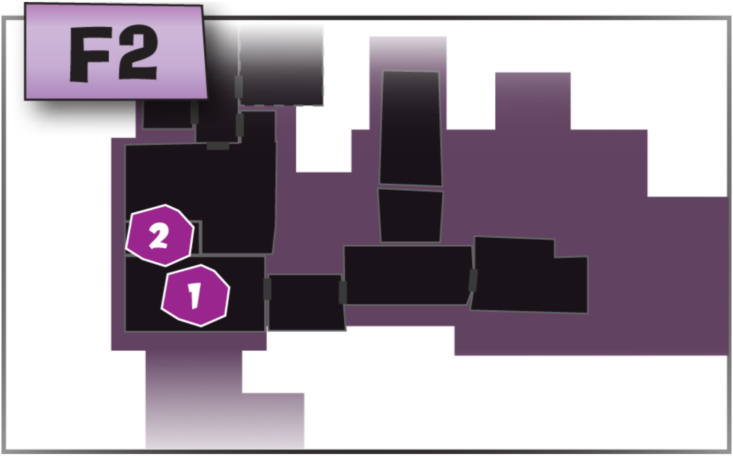


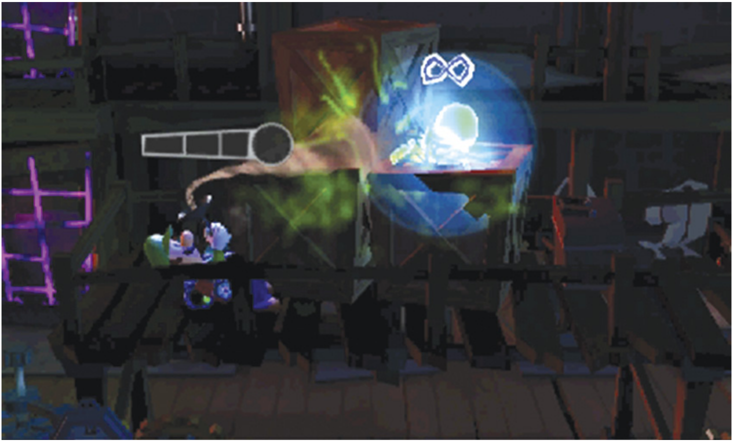
2 When you reach the Drafting Office, use the Dark-Light device to reveal the Polterpup's trail. Search the drawers along the north wall to draw the Polterpup out of hiding.



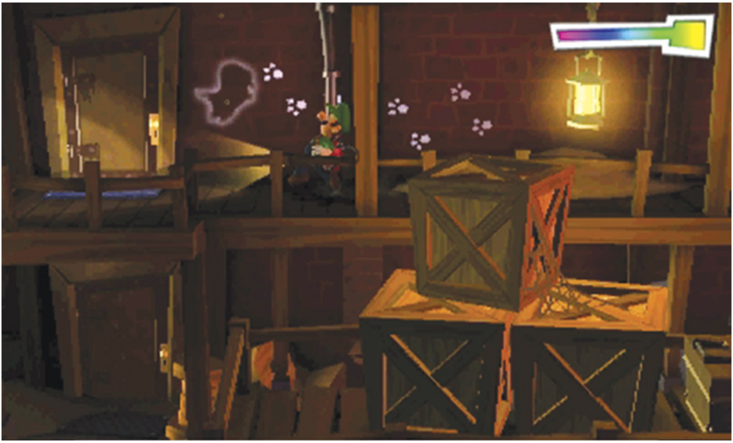
The Polterpup knocks you down and leaves the room. After you recover, search the nearby objects, then vacuum the ceiling fan and slip past the retractable wall. Head through the door in the west wall and enter the Warehouse.

Find the Polterpup in the Clockmaker's Chambers

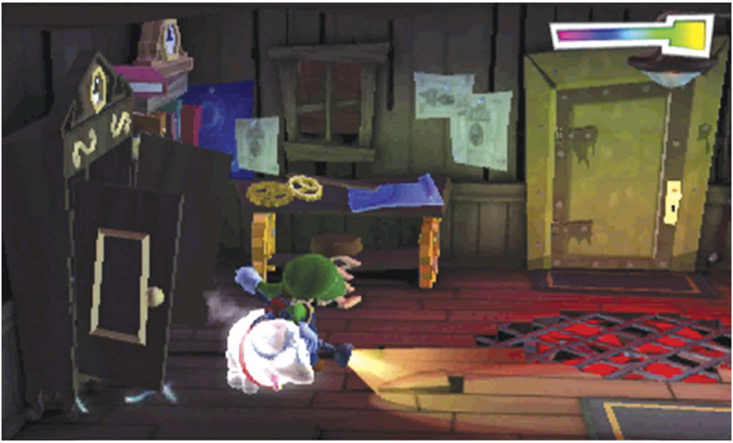




1 When you step into the Warehouse, follow the walkway along the north wall. When the lurking Greenie shows itself, flash it and latch on. This Greenie is protected by a blue shield. Perform an A-Pull to destroy the shield, then perform a second A-Pull to capture the ghost.

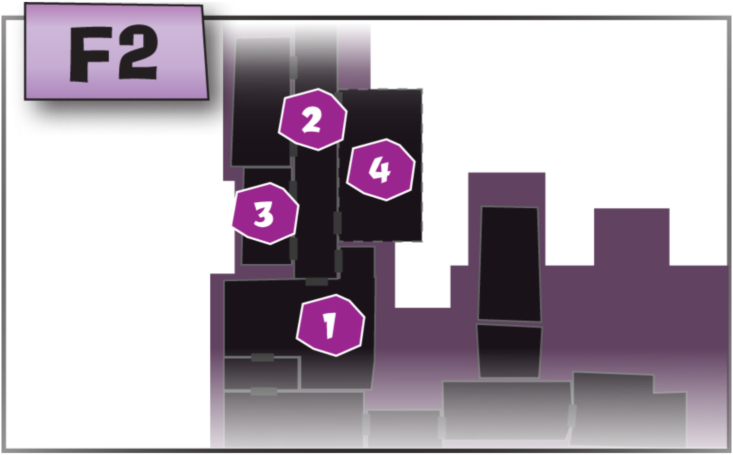


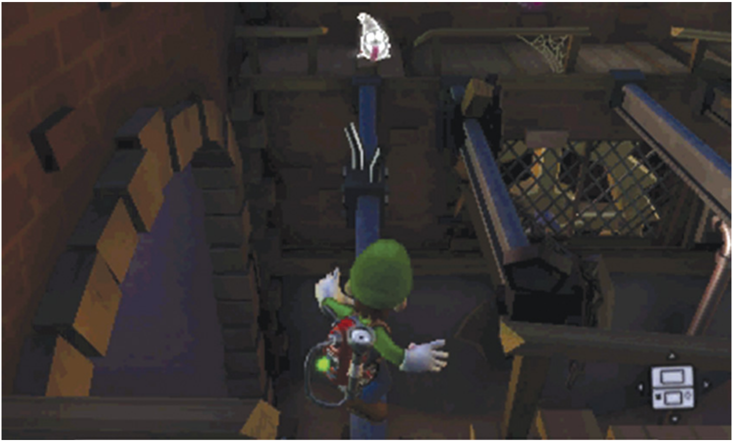
After you capture the Greenie, use the Dark-Light Device to pick up the Polterpup's trail. Use the door on the north wall to enter the Clockmaker's Chambers.



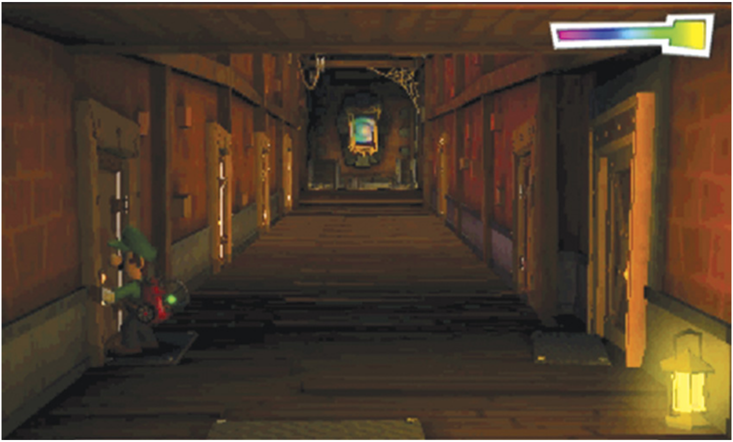
2 Follow the trail to the cabinets near the southwest corner of the Clockmaker's Chambers. When you open the cabinets, the Polterpup knocks you to the ground and leaps through the window. Search the objects around the room, then use the door in the north wall to enter the Roundhouse.

Capture the Polterpup

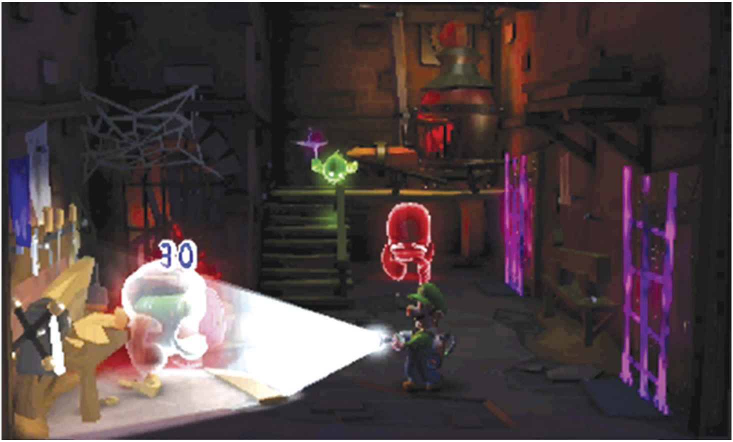




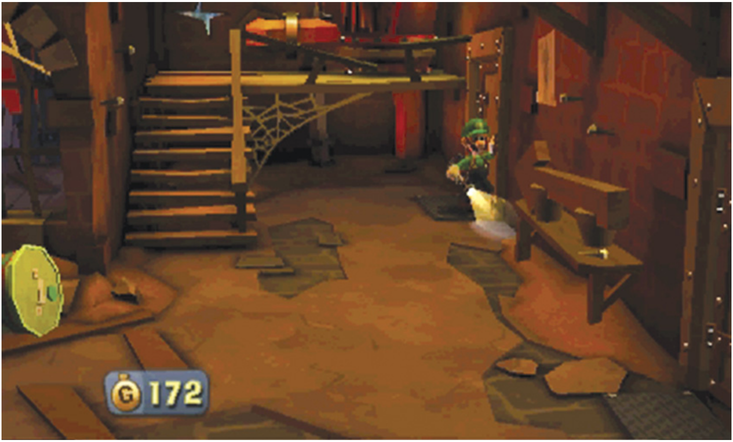
1 When you step into the Roundhouse, the Polterpup is waiting near the north wall. As you make your way across the beams, a Greenie chases the Polterpup out of the area. Continue across the beams and follow the ghosts into the Transportation Hall.



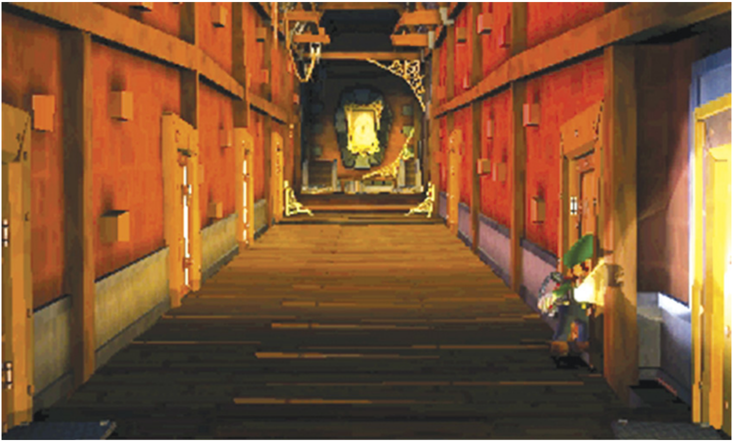
2 After you enter the Transportation Hall, head through the door near the southwest corner and follow the trail into the Finishing Room.



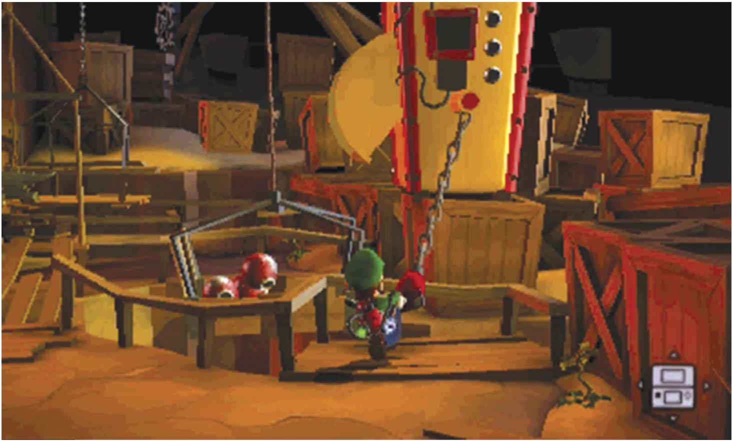
3 When you enter the Finishing Room, both ghosts appear to leave the area. When you attempt to follow the Polterpup out of the room, however, the Greenie reemerges with two Slammers. This Greenie is protected by a red shield, so only a fully charged A-Pull can destroy it.



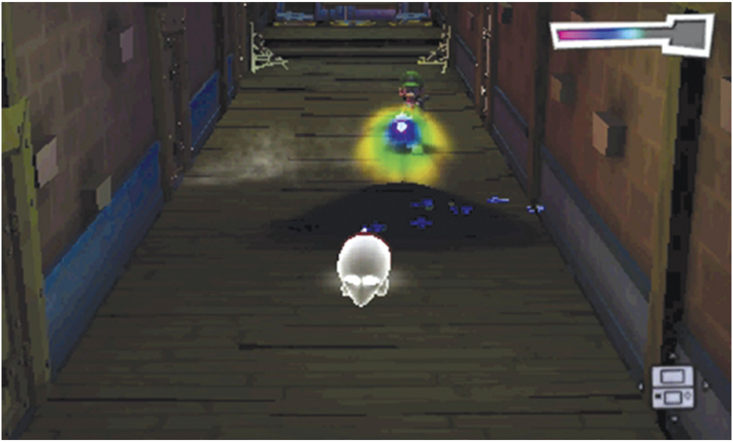
Capture all three enemies, then search the nearby objects. Exit through the door near the northeast corner.



When you return to the Transportation Hall, the Polterpup flees to the Container Yard. Cross to the east wall, then move south and head through the nearby door.



4 When you enter the Container Yard, the Polterpup flees back to the Transportation Hall. Search the area, then use the bomb dispenser to drop three bombs into the basket. Cross the bridge and flash the bombs to clear them from the basket. Continue through the door near the northwest corner and return to the Transportation Hall.



You emerge north of the Polterpup. Be careful! The ghost flees the area if it notices you. Activate the Dark-Light Device and slowly approach the Polterpup.When you're in range, use the Strobulb to flash the Polterpup, then latch on and capture the ghost.

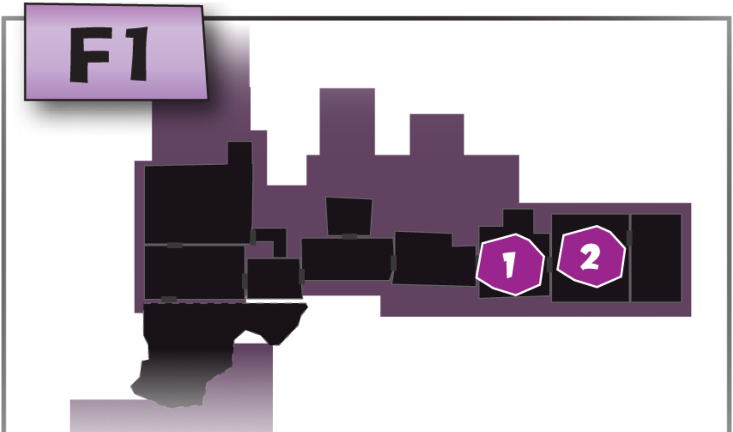
After you capture the Polterpup, move to the Transportation Hall's south end. Collect the hour hand, then answer the Duel Scream to complete the mission and return to the Bunker.

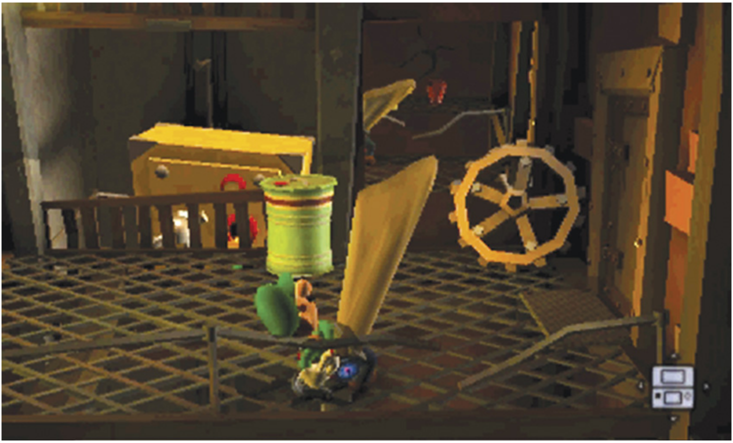
C-5 Piece at Last

Professor E. Gadd's Mission Description

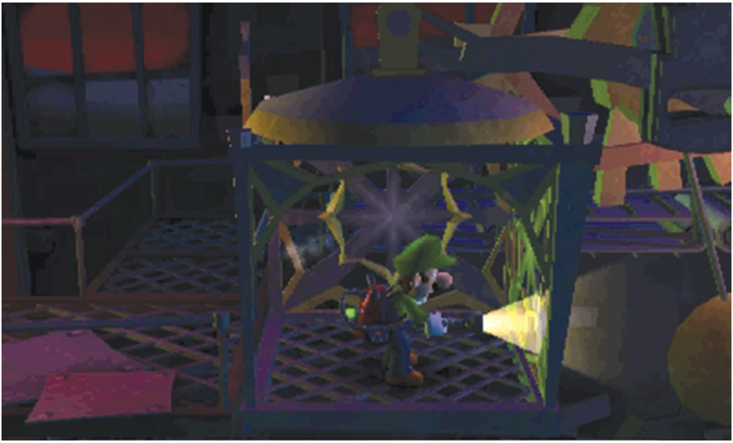
There's one last clock part we need to find before we can fix the Clock Tower Gate, and I think I know where it is!

Follow the Sneaker to the Gear Chamber



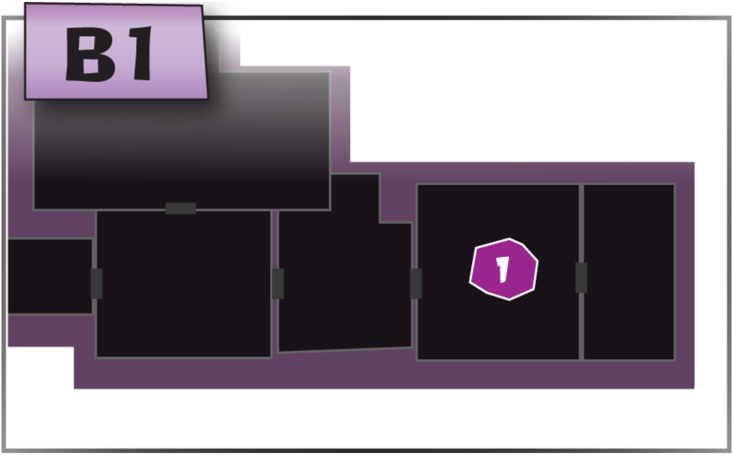


1 When the mission starts, you’re transported to the Service Elevator. After noticing your arrival, a Sneaker absconds with the rotor Professor E. Gadd has asked you to retrieve. Vacuum the webs, search the objects, and flash the safe in the elevator shaft. A-Pull the cloth in the room’s northeast corner to uncover a mirror. The objects shown in the mirror can’t be collected at this time; finish your search of the area, then use the door in the east wall to enter the Gear Chamber.

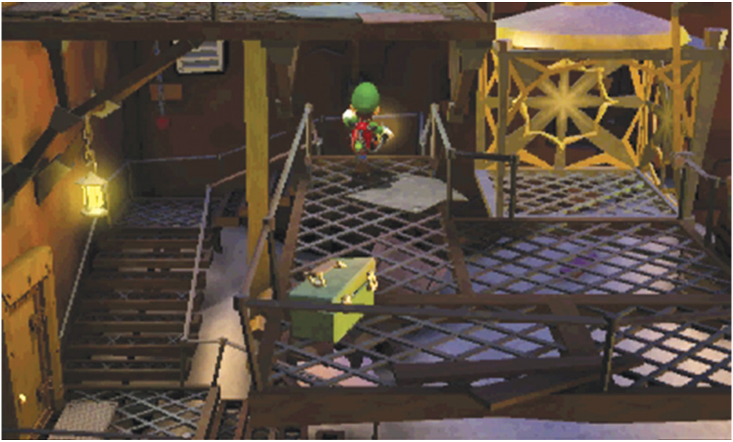


2 Follow the path through the Gear Chamber and step into the cage near the center of the room. As your cage drops down to level B1, a second cage is lifted up to level F1. When you touch down, a short cinematic plays.

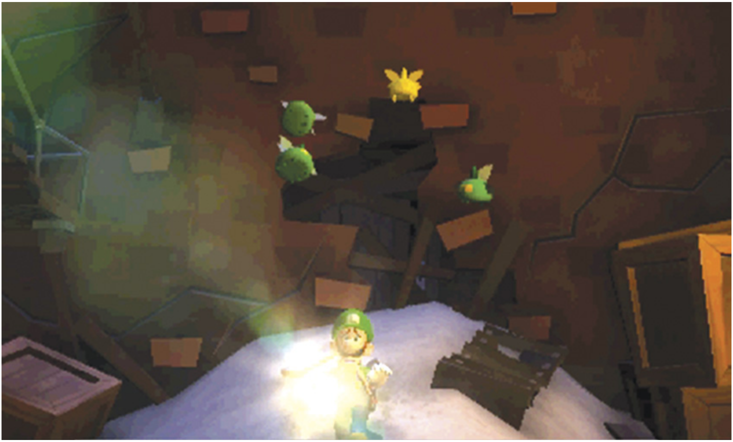
Explore the Gear Chamber Floor



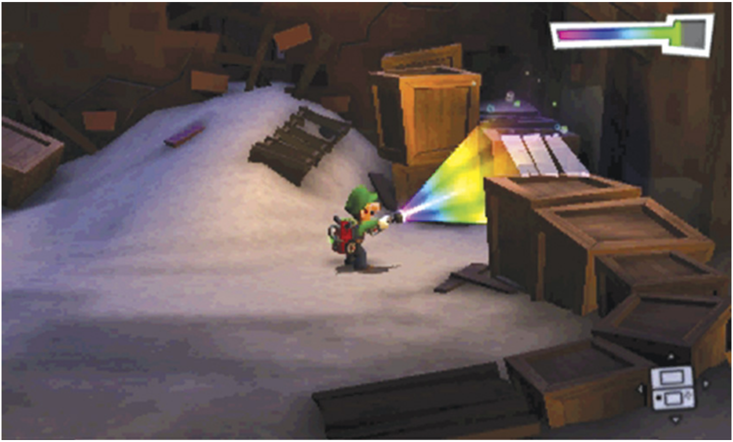
1 When the cinematic ends, use the hole in the east wall to peek into Storage Room. To recover the rotor, you must first find a path to the Sneaker.



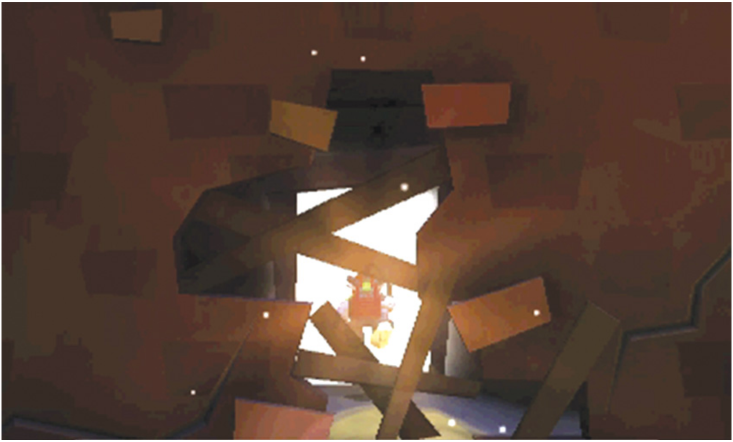
After you answer the Duel Scream, turn around and follow the path to the steps. When you're ready, head down the steps. A-Pull the chain in the room's northwest corner, then continue down to the sand



Approach the large hole in the north wall to draw the hidden beetles into the room. Run to a safe distance, then flash the pests until they stop appearing.



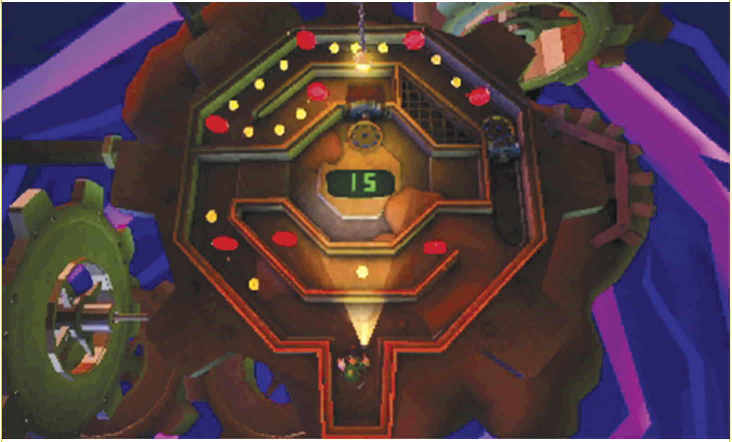
When the area is safe, use the Dark-Light Device to reveal the missing planks near the east wall. After you capture the Spirit Balls, the planks bridge the gap in the row of crates. Climb onto the crates near the southeast corner, then follow the path to the hidden area behind the north wall.



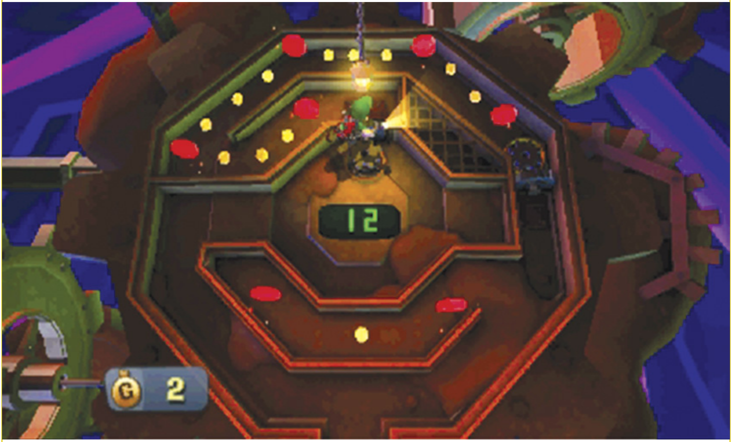
Move behind the large hole in the room's north wall, and open the nearby door to find a bonus challenge.

Bonus Challenge: Gear Chamber Door

During C-5 Piece at Last, the door behind the Gear Chamber's north wall contains a bonus challenge.



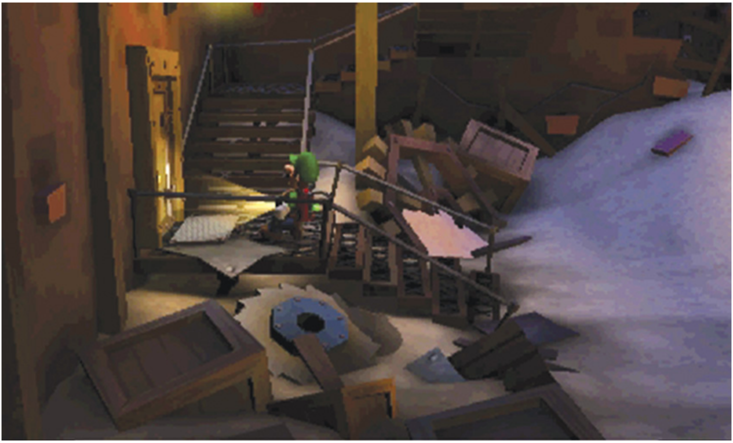
During this bonus challenge, you must collect eight Red Coins within the allotted time. The maze contains two small gears capable of launching you over nearby walls. When the challenge starts, turn left and collect the Red Coin in the outer ring.



Run to the center of the maze and use the nearby gear to launch yourself over the wall. When you land, collect the Red Coins on the way to the second gear. Launch yourself back to the other half of the maze and grab the last two Red Coins.When you collect all eight Red Coins within the time limit, a chest appears at the center of the maze. Open the chest and collect the Oval Ruby to return to the Gear Chamber.

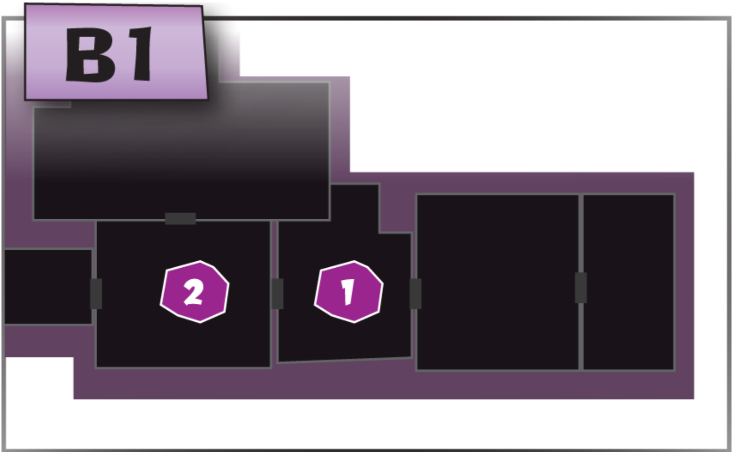
Gem Location

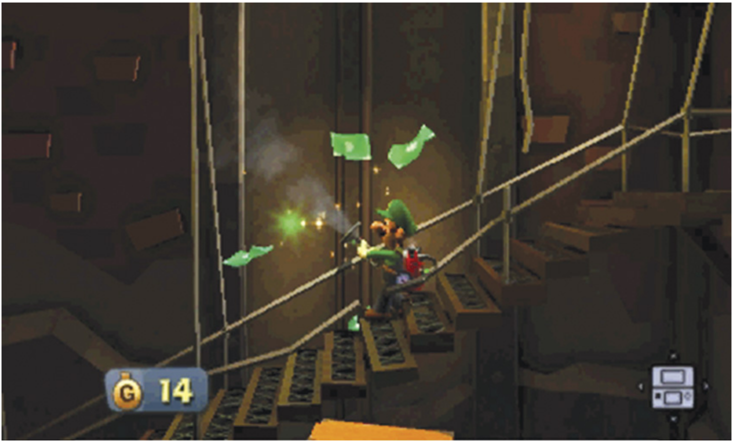
To collect the Oval Ruby, you must complete the bonus challenge hidden behind the Gear Chamber's north wall.



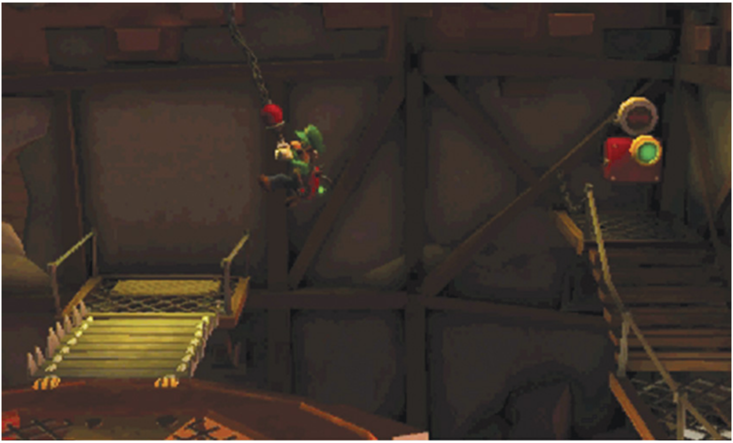
Use the door in the Gear Chamber's west wall to enter the Service Elevator's B1 level.

Reach the Crank Room

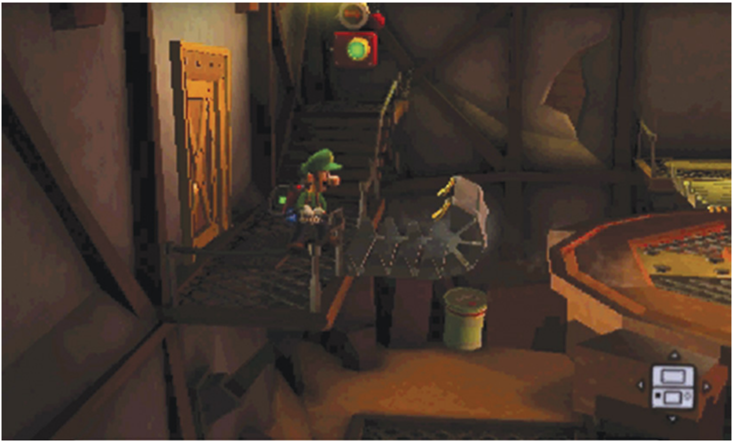




1 When you step into the Service Elevator's B1 level, turn around and vacuum the treasure hiding above the door. Walk down the steps until the safe you flashed on level F1 drops down the shaft. Use the Poltergust to collect the resulting shower of treasure. Use the door at the bottom of the steps to find the Maintenance Hub.



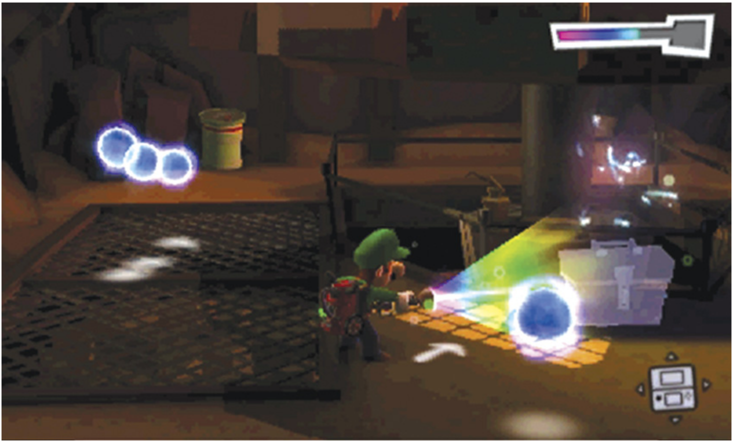
2 The Maintenance Hub contains a giant gear surrounded by narrow walkways. Flash the panel in the room's northeast corner to summon the nearby chain. Vacuum the chain and let it carry you across the room. When you reach the west wall, hold L to drop down to the walkway.



When you land, move to the rolled walkway and use the Poltergust's blower mode to force it into place. Move across the walkway, then drop down from the large gear's south edge.

Caution

Dropping down from the gear causes you to take a small amount of damage. This unfortunate fall is required to collect the Spindle Ruby.

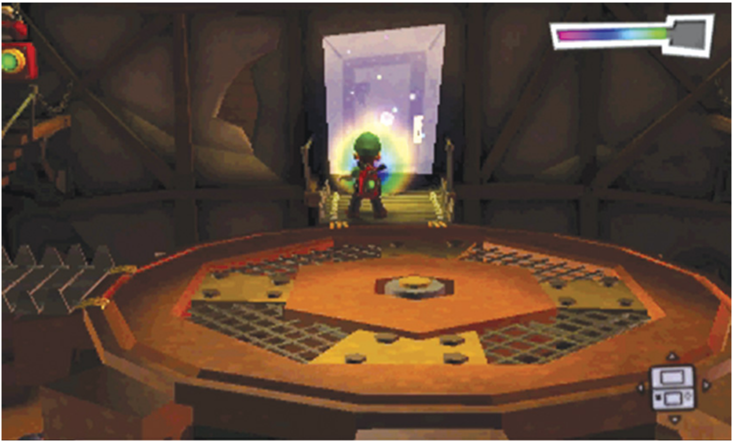


The floor of the Maintenance Hub is infested with mice. Use the Strobulb to clear out the nearby critters, then use the Dark-Light Device to reveal the chest under the gear. After you capture the Spirit Balls, open the chest to find the Spindle Ruby.

Collect the Gem, then use the small gear in the southeast corner to launch yourself back up to the platforms above you.

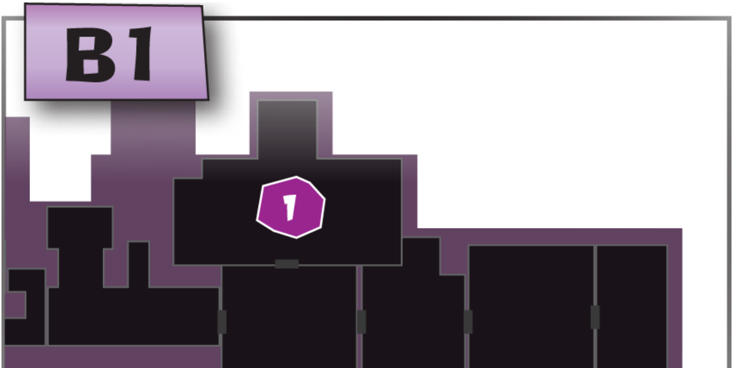
Gem Location

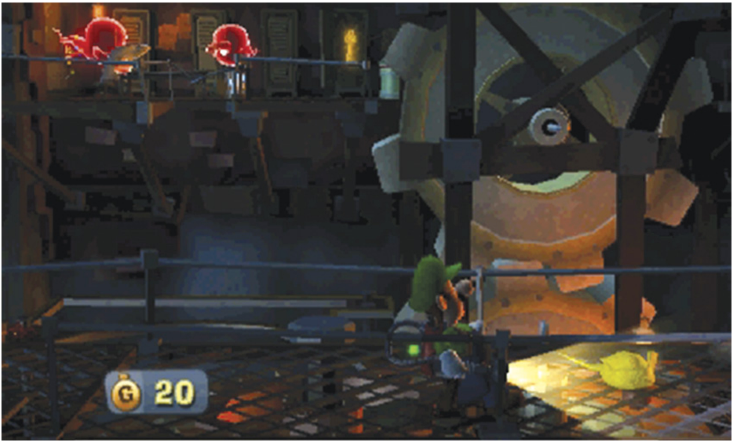
The Spindle Ruby is hidden on the floor of the Maintenance Hub. Drop down from the large gear, then use the Dark-Light Device to reveal the hidden chest on the room's south side. Capture the Spirit Balls, then open the chest to find the Gem.



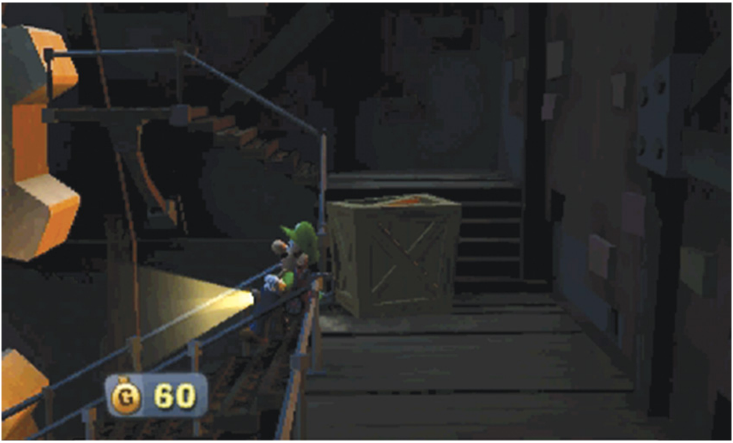
When you're ready to move on, use the Dark-Light Device to reveal the missing door on the north wall. After you capture the Spirit Balls, use the door to enter the Crank Room.

Search the Crank Room

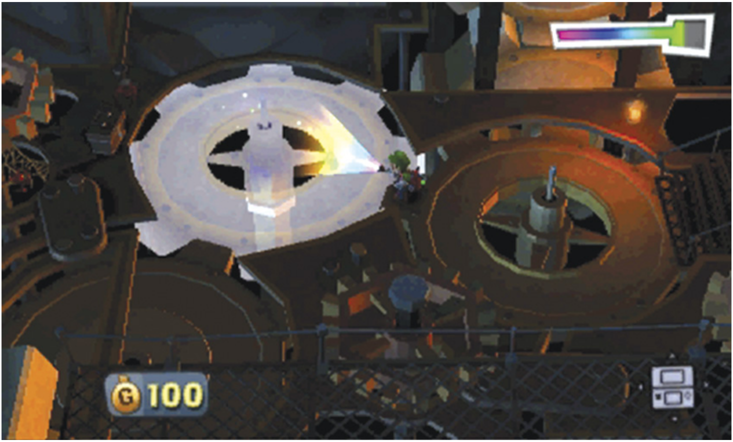




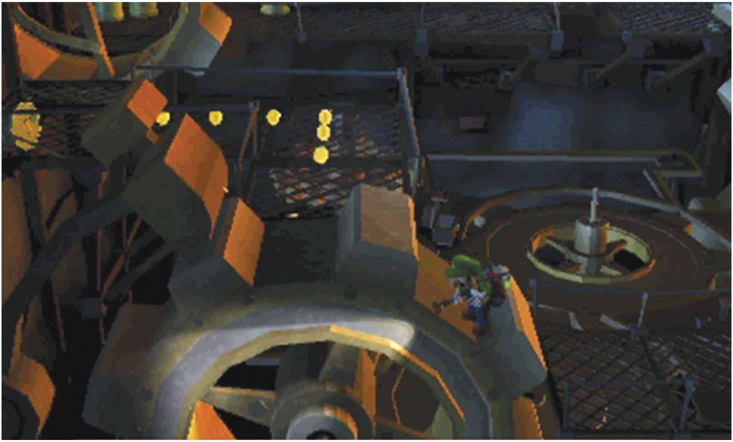
1 When you enter the Crank Room, flash the gold spider to your left, then dash to the right and flash the gold mouse before it escapes. Collect the treasure left behind by each pest, then follow the walkway to the Crank Room's east wall.



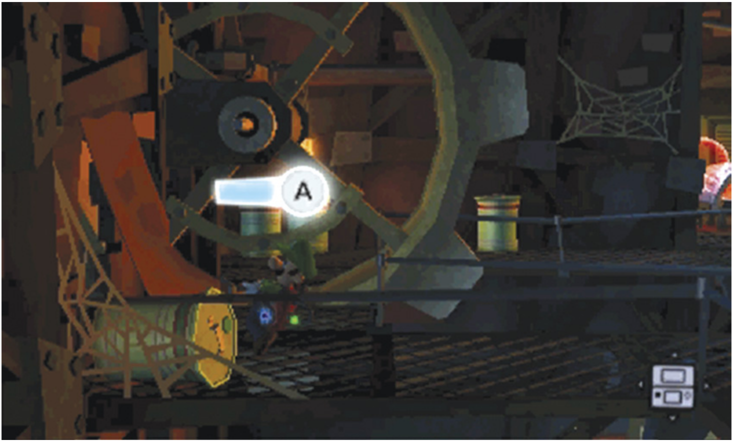
Vacuum the treasure from the base of the east wall, then collect the treasure hidden behind the crate. Follow the stairs down to the gears at the center of the room.



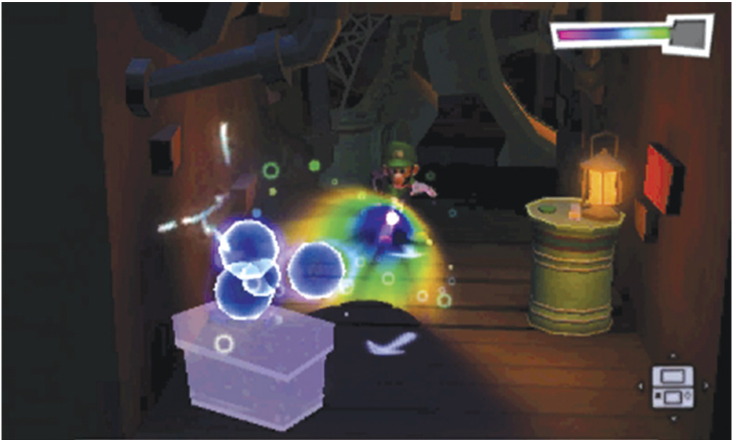
Launch the red bombs into the nearby hole, then flash the gold bomb. After you collect the treasure, use the Dark-Light Device to reveal the missing gear in the center of the room. After you collect the Spirit Balls, search the chest just past the gear. When you're ready, turn around and climb the steps back up to the walkway.



Move to the large gear in the room's southwest corner. Step on one of the cogs and ride to the top of the gear. Move to the upper walkway before you reach the gear latch.

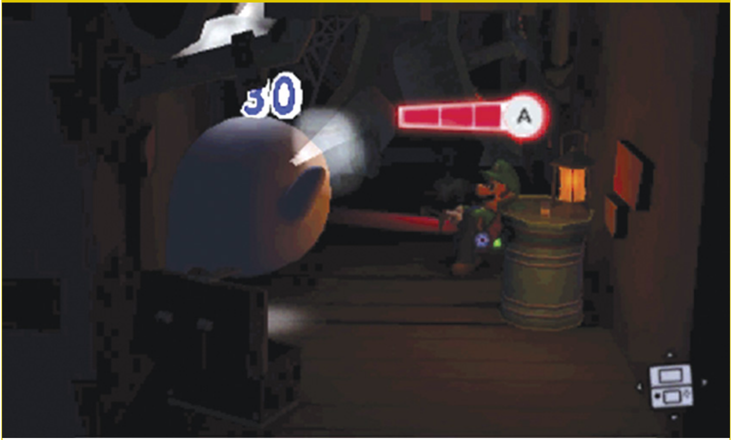


Follow the path to the west wall, then A-Pull the patch of false bricks to reveal a hidden area.

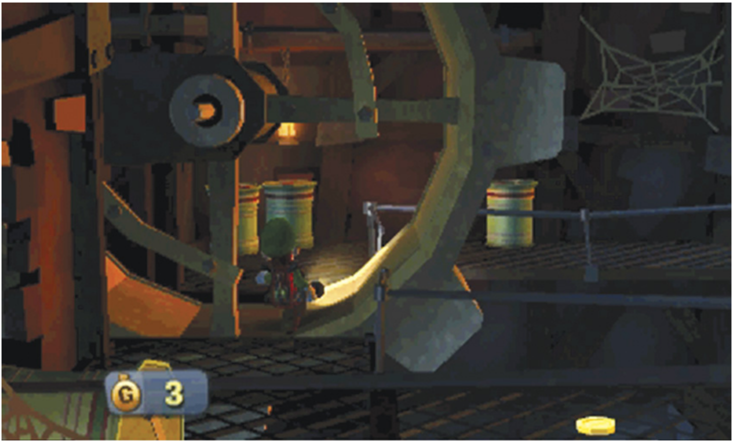


Use the Dark-Light Device to reveal the hidden box behind the Crank Room's west wall. When you capture all of the Spirit Balls, Boony Raboot appears.

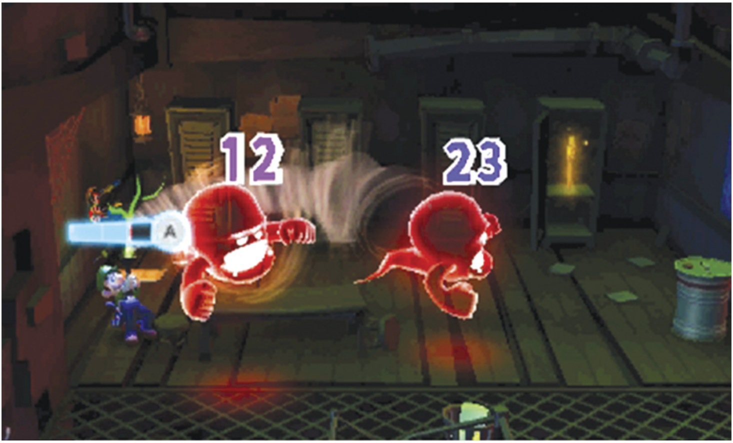
Boo Location



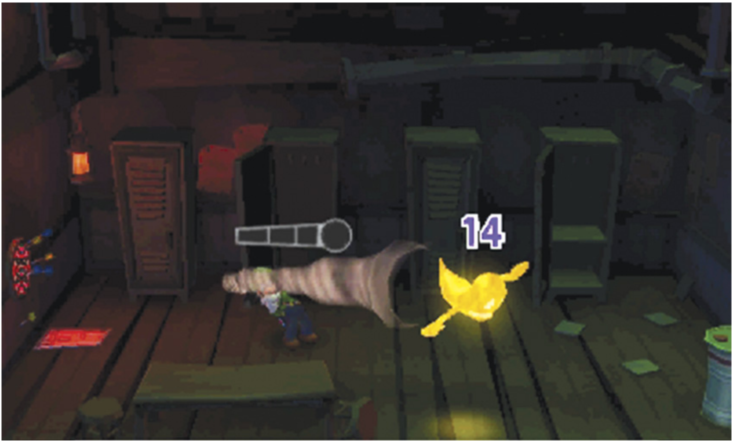
This mission's Boo is hiding in the secret area behind the Crank Room's west wall. After you A-Pull the false bricks, use the Dark-Light Device to reveal the box in the southwest corner. After you collect the Spirit Balls, use the established tactics to weaken and capture Boony Raboot.



Step out of the hidden area and approach the spinning gear to the north. Slip through one of the gaps between the gear's spokes, then search the containers along the north wall.



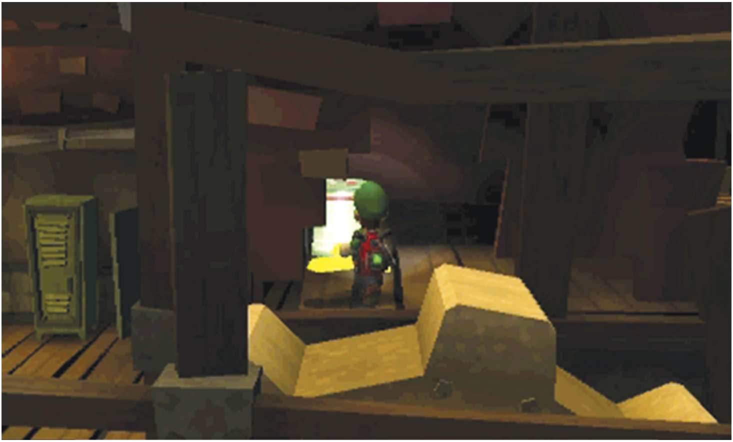
Follow the path to the lockers at the Crank Room's north edge. Try to flash both Slammers before they have a chance to attack, then latch on and wear them down.



After you capture both Slammers, search the nearby lockers. Collect the Key from the locker on the far right, then open the remaining lockers until you find the Gold Greenie. Capture the ghost before it escapes and finish searching the area.

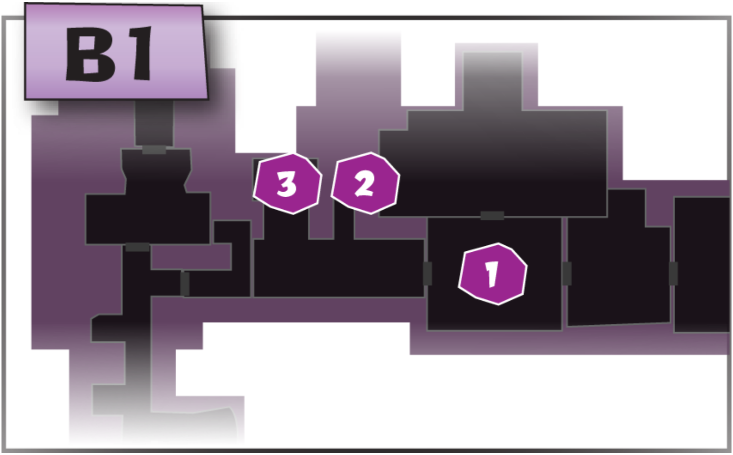
Key Location

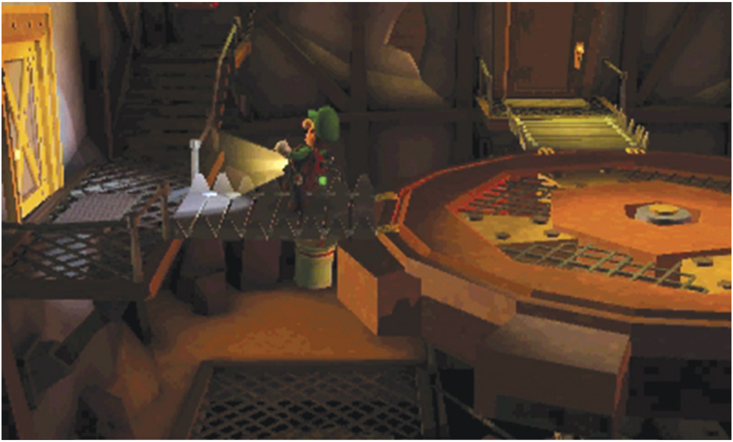
There's a Key located in one of the lockers along the Crank Room's north edge.



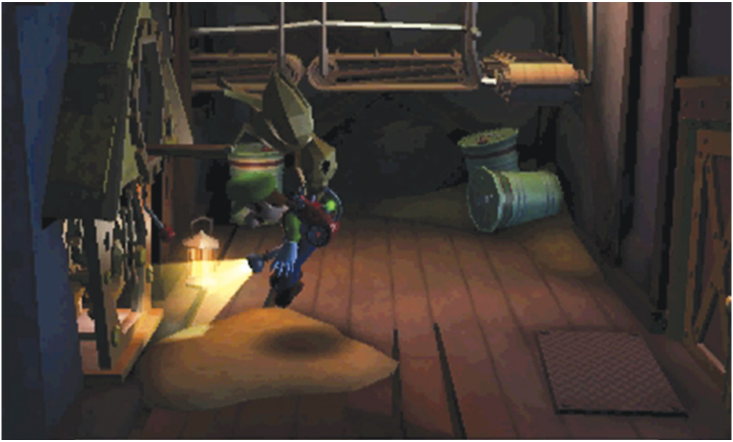
Ride the spinning gear just east of the lockers. Hop off and search the area at the top of the gear, then climb back on and ride down to the walkway. Circle back to the door in the south wall and return to the Maintenance Hub.

Rescue the Toad Assistant

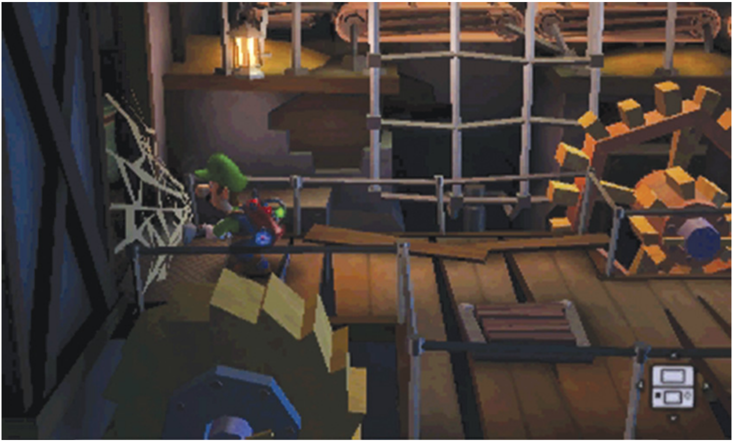




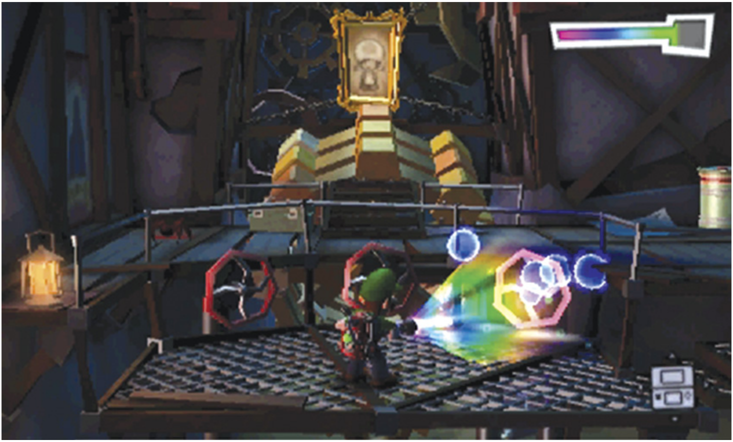
1 Once you've collected the Key from the Crank Room, you can reach the missing Toad Assistant. Unlock the door in the Maintenance Hub's west wall and enter the Synchro Gantry.



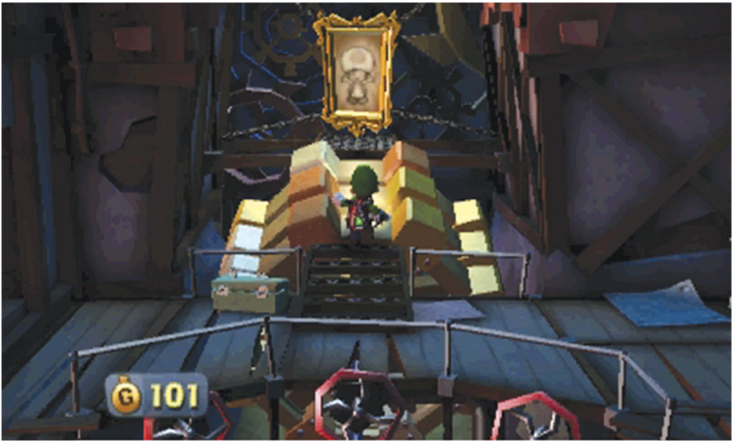
2 In the east half of the Synchro Gantry, vacuum the web blocking the conveyer belt, then grab the treasure on the floor. When you're finished searching the area, examine the cuckoo clock to travel to the west half of the room.



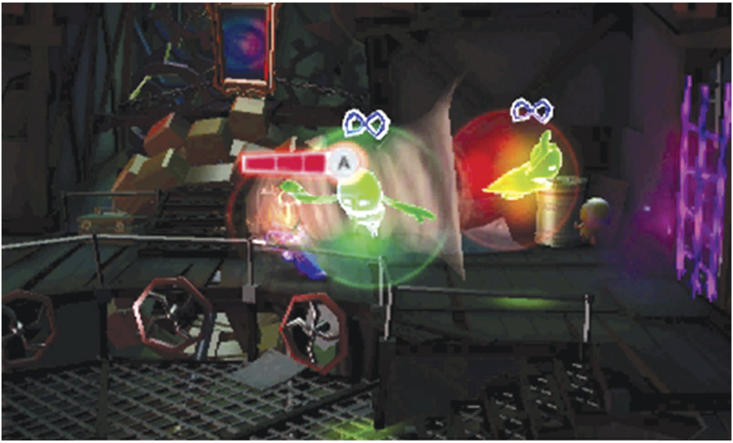
When you land, cross to the Synchro Gantry's west wall, vacuum the web blocking your path, and continue to the Synchronization Room.



3 Flash the spiders in the Synchronization Room, then move down to the grating along the room's south edge. Clear the webs from the two visible valves, then use the Dark-Light Device to reveal the missing valve to the right.

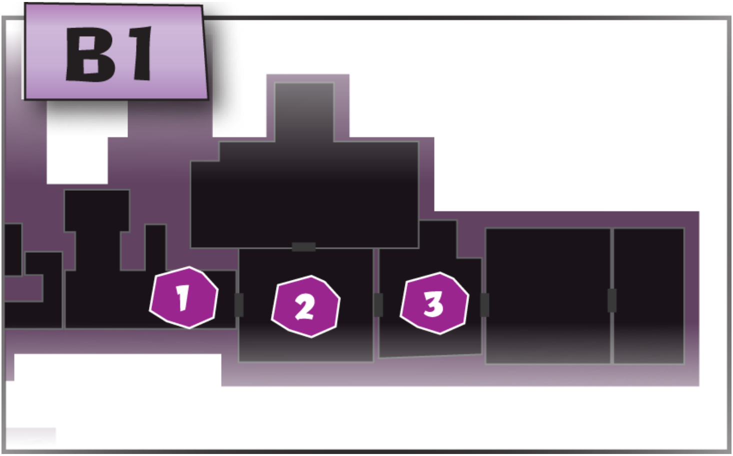


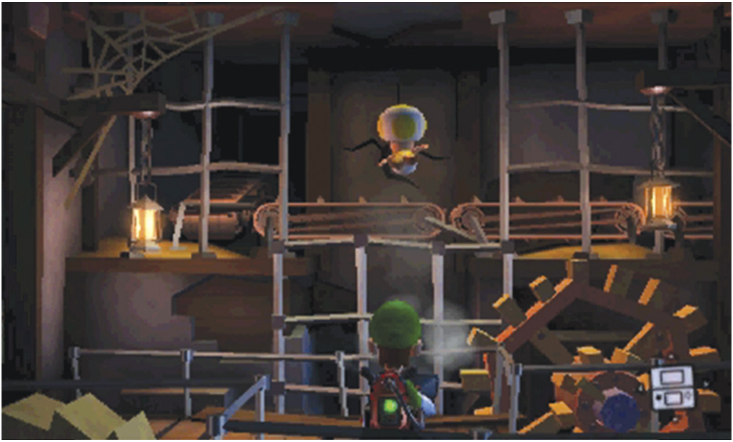
The valves control the large gears to the north. Use the Poltergust to spin the valves until the gears align and create a path to the framed sketch. Walk across the gears, then use the Dark-Light Device to free the Toad Assistant from the sketch on the north wall.



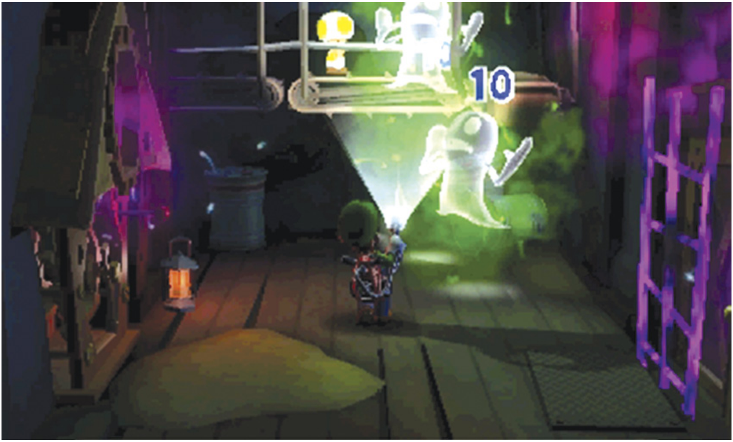
After you rescue the Toad, vacuum the coins down from the ceiling. Vacuum the poster on the west wall to reveal a stash of treasure, then lead the Toad to the door in the east wall—when you do, two Greenies appear in the room. Capture these shielded ghosts, then vacuum the panicked Toad Assistant. Release the Toad, collect any remaining treasure, and move back to the Synchro Gantry.

Return to the Gear Chamber

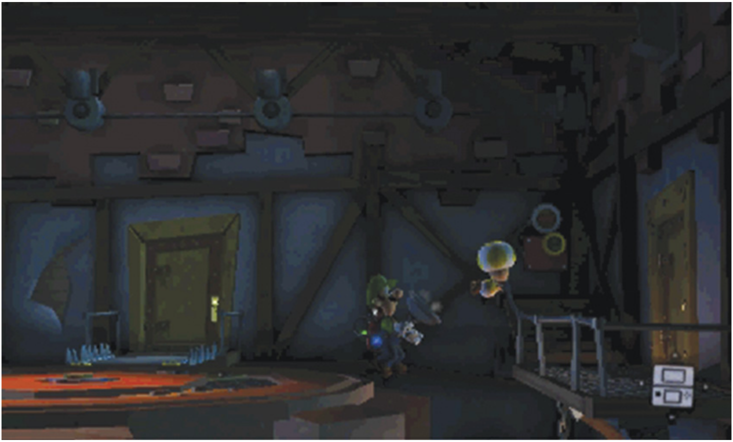




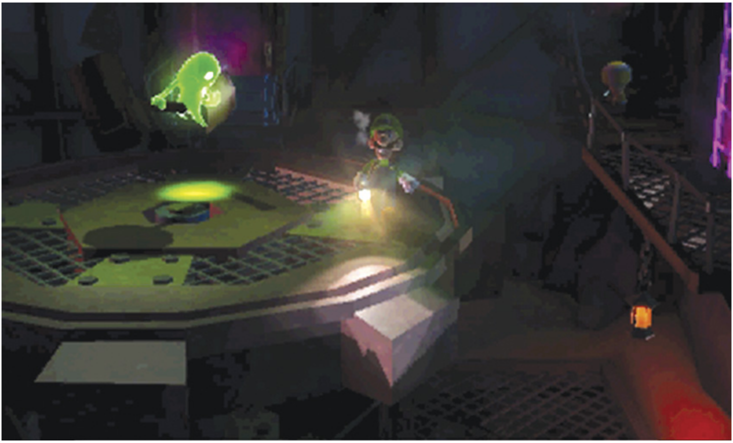
1 Vacuum the Toad Assistant and stand on the pressure switch in the west half of the Synchro Gantry. Aim the Poltergust at the open gate until the targeting reticle appears, then hold L to launch the Toad to the conveyer belt. When the Toad lands, examine the nearby cuckoo clock to travel to the room's east half.



When you land, a Greenie is tormenting the poor Toad Assistant. As you move to confront the ghost, another Greenie shows itself. Capture both enemies and wait for the Toad to reach the end of the conveyer belt. After he drops to the floor, lead the Toad Assistant into the Maintenance Hub.



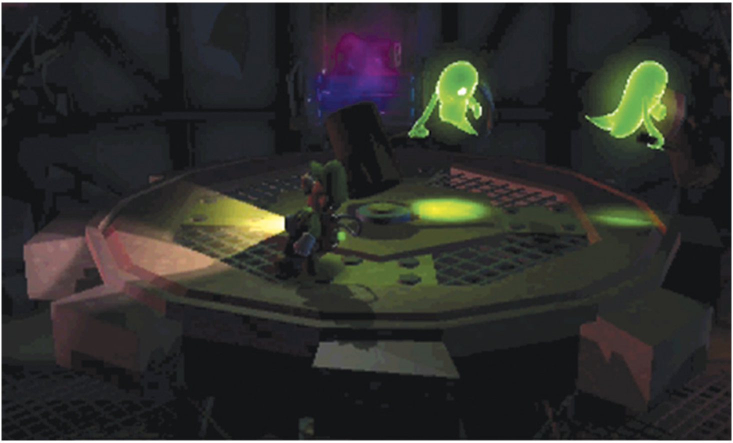
2 The Toad Assistant is terrified of gears, so he refuses to follow you through the Maintenance Hub. Vacuum the Toad and carry him across the large gear, then launch him to the platform along the east wall. Once the Toad Assistant is safe, move back toward the west wall.



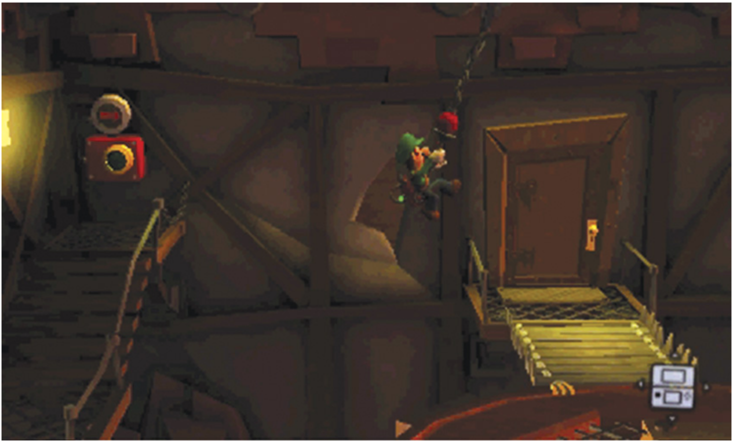
The walkway curls up as you approach, trapping you on the large gear. Before you continue, you must capture the three hammer-wielding Greenies lurking in the room. The first Greenie appears on its own. Dodge its spinning attack, then flash it and latch on before it recovers.

Caution

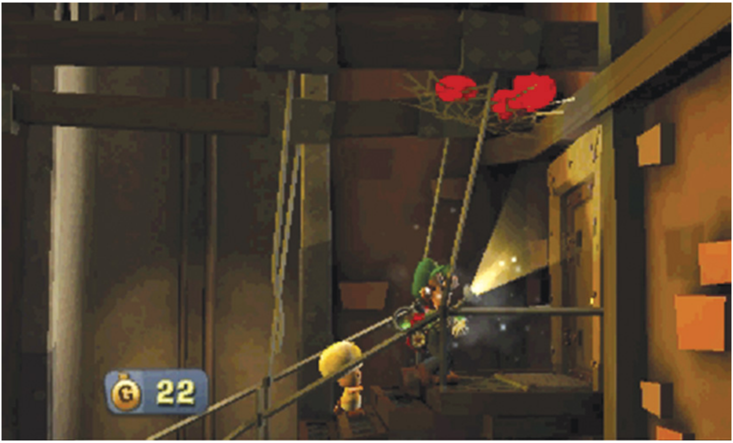
During the struggle, try to stay near the center of the gear—don't let the Greenie pull you over the edge!



After you capture the first Greenie, two similarly equipped Greenies appear. It can be difficult to avoid simultaneous spinning attacks, so try to disarm both ghosts before you latch onto either enemy.

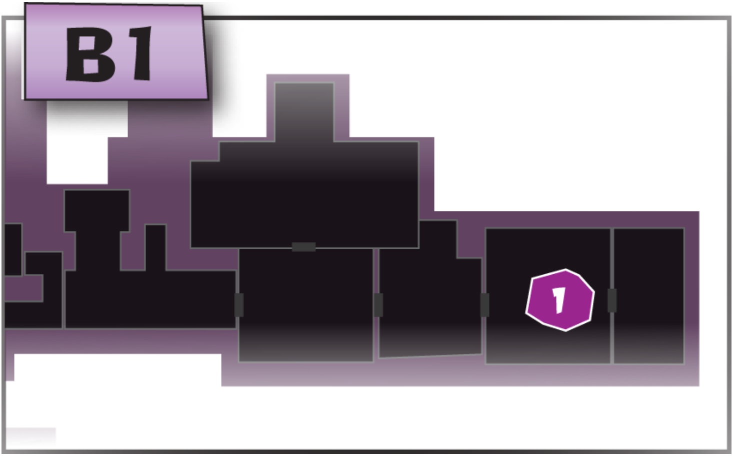


After you capture all three Greenies, vacuum the walkway back into place. Move to the northwest corner, then latch onto the chain and ride across the room. When you reach the east wall, drop to the platform and lead the Toad Assistant to the Service Elevator.



3 As you lead the Toad Assistant through the Service Elevator's B1 level, use the Strobulb to flash the spiders along the way—especially the gold spider that drops down from the ceiling. When you reach the top of the stairs, vacuum the Hearts above the door, then continue to the Gear Chamber.

Survive the Ambush



1 When you reach the Gear Chamber, a Strong Sneaker is waiting for you. Follow the ghost to the center of the room and wait for its allies to appear. Dodge your attackers and capture each wave of enemies until you've cleared the area of ghosts.

The Gear Chamber Ambush

In addition to the Strong Sneaker, you must defeat four groups of Greenies. Clear each group as it appears in order to draw the next group of Greenies out of hiding. Each group contains a different variety of Greenie—all of which you've faced by this point.

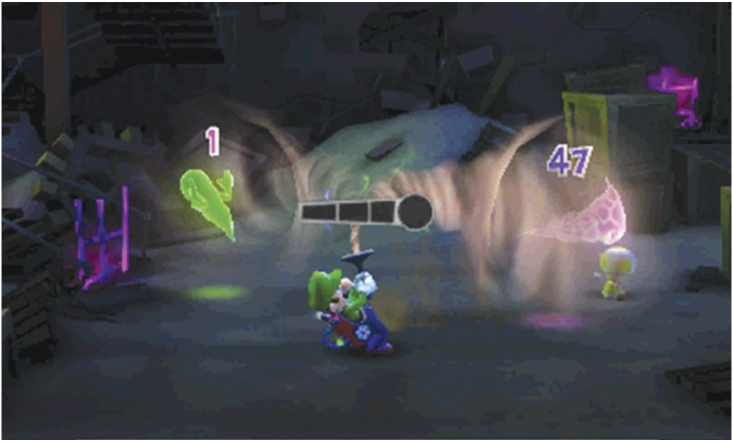
Use the tactics you learned during earlier encounters to capture each ghost that appears in the room:

- The first group contains three unarmed Greenies. These enemies can be stunned whenever they're in range.
- The second group contains three shovel-wielding Greenies. Each of these enemies can be stunned immediately after it attacks.
- The third group contains three shielded Greenies. These enemies can be captured only after you destroy each shield with a sufficiently charged A-Pull.
- The fourth group contains three bandaged Greenies. These enemies can be stunned only after you remove their bandages.

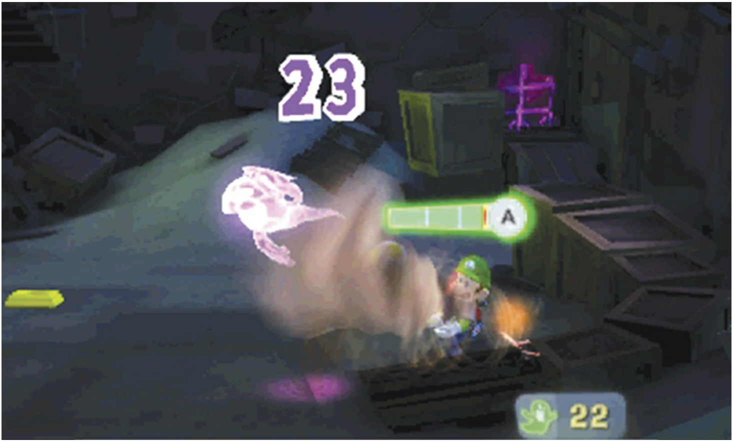
After you deal with the Greenies, it's finally time to capture the Strong Sneaker.

Tip

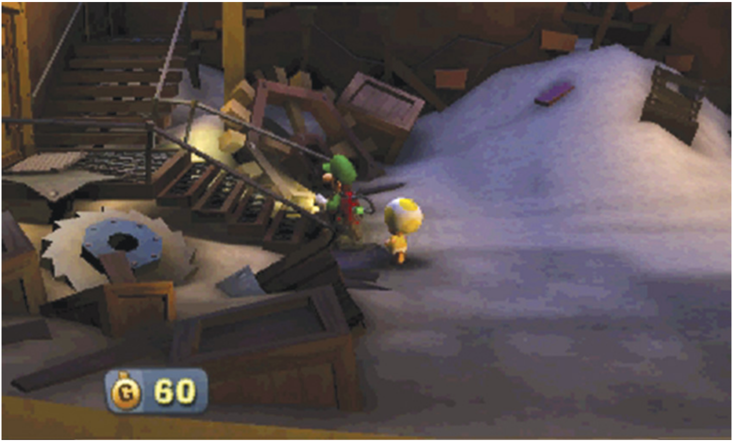
Use the Poltergust to launch the Toad Assistant at the bandaged Greenies.



While you deal with the bandaged Greenies, make sure you keep an eye on the Strong Sneaker—it usually joins the battle while at least one of its allies remains. If the Strong Sneaker disappears, watch the sand for signs of movement. If you suspect the Strong Sneaker is in range, flash the area with the Strobulb.

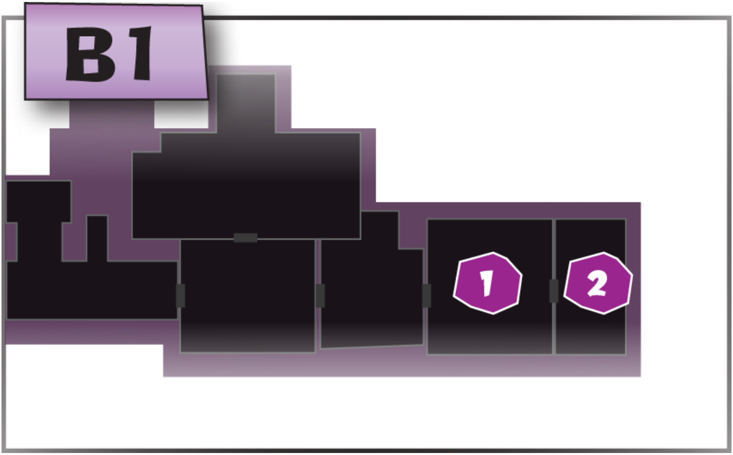


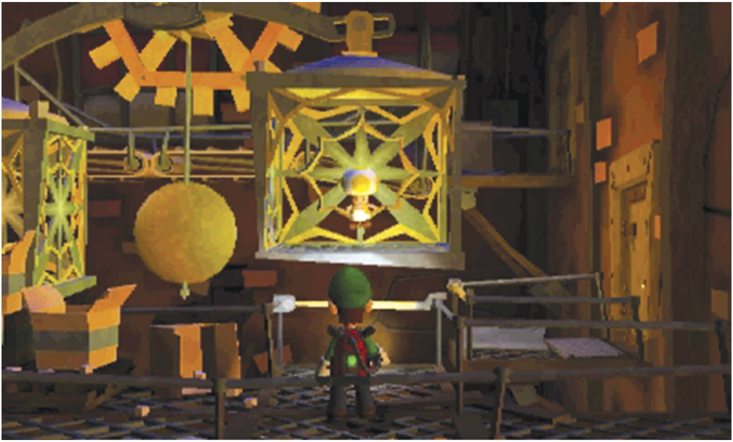
The Strong Sneaker doesn't possess any special abilities, but it is very durable. Once you've latched on, fill your Power Gauge and perform A-Pulls until you capture the ghost.



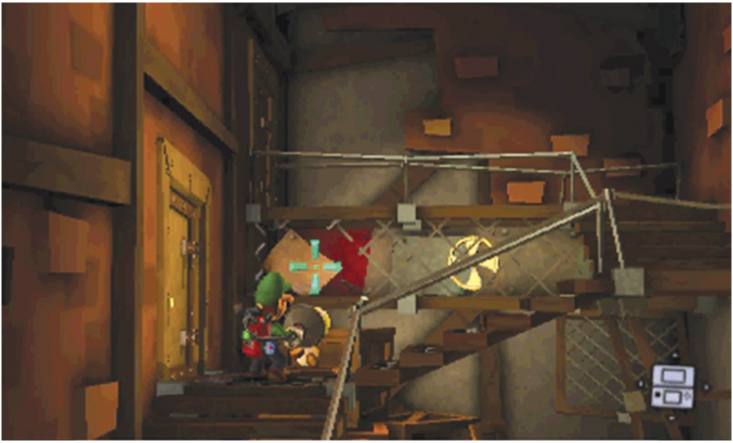
After the battle, answer the Duel Scream and collect any remaining treasure. Climb the stairs up to the walkway.

Collect the Rotor

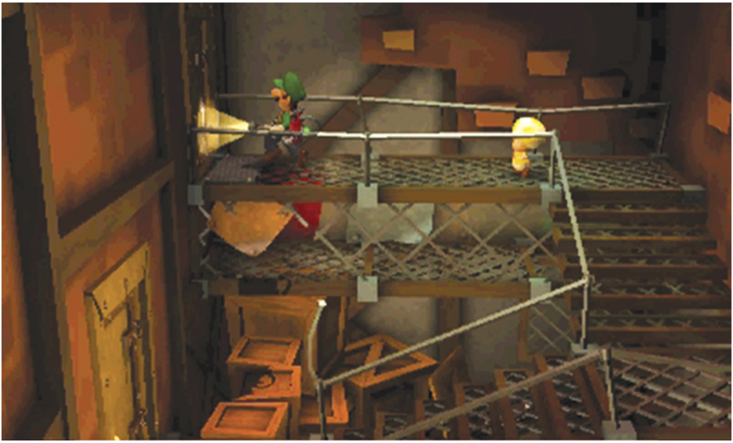




1 Follow the walkway back across the room. When you reach the end of the path, vacuum the Toad Assistant and launch him into the raised cage. When the cage lowers to the walkway, it creates a path to the Storage Room. Wait for the Toad to return to you, then head through the door in the east wall.

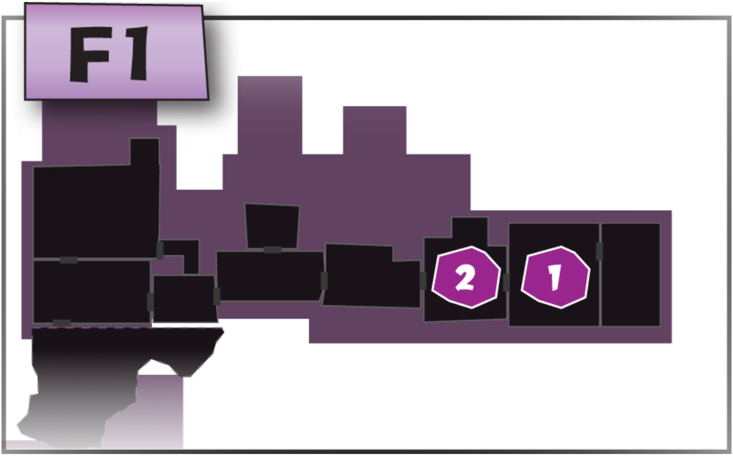


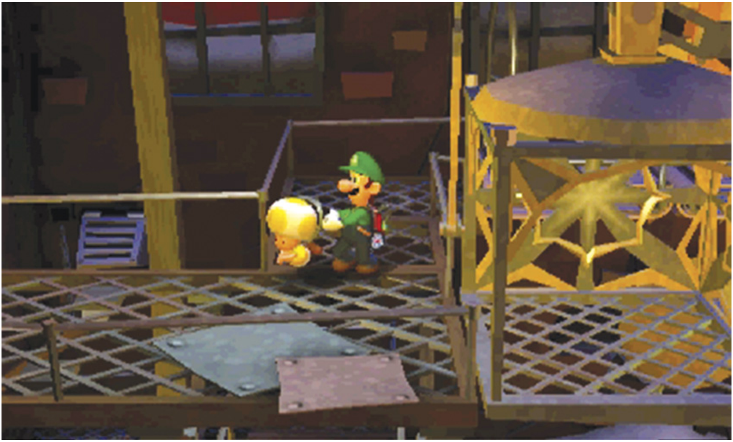
2 When you enter the Storage Room, vacuum the nearby posters to find the rotor in the chain-link chute. Launch the Toad Assistant into the chute, then follow the stairs down to the room's floor. After the Toad drops down from the chute, he hands you the rotor.



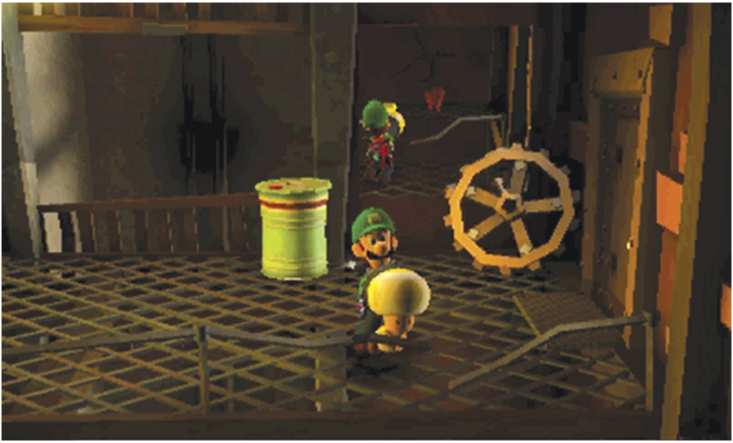
Search the nearby objects, then climb the stairs to the top of the Storage Room. Exit through the door in the northwest corner.

Return to the Service Elevator





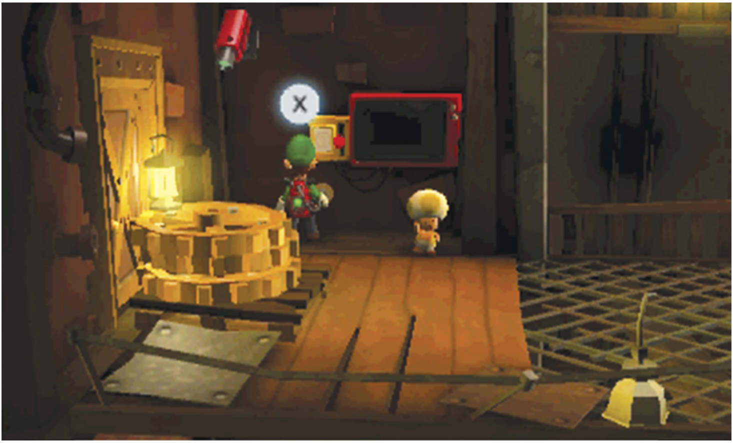
1 Use the conveyer belt on the Gear Chamber's F1 level to ride back to the main walkway. If the Toad Assistant refuses to follow you, use the Poltergust to carry him through the area. Follow the path to the west wall and return to the Service Elevator.



2 Now that you've rescued the Toad Assistant, you can collect the Coffin Ruby in the Service Elevator area. Vacuum the Toad, then launch him to the Gem in the southeast corner. After he collects the Coffin Ruby and some nearby treasure, the Toad Assistant launches himself back across the gap and delivers the items to you.

Gem Location

To collect the Coffin Ruby, launch the Toad Assistant to the southeast corner of the Service Elevator's F1 level.



When you're ready, activate the Pixelator in the room's northwest corner. After the Toad vanishes, answer the Duel Scream to complete the mission and return to the Bunker.

Showtime

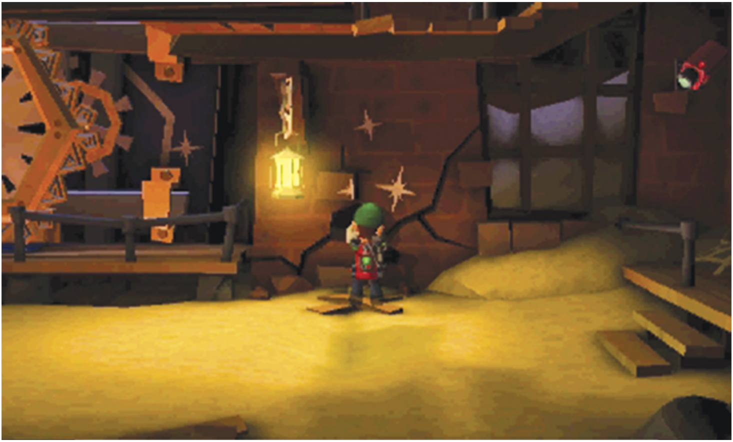
Professor E. Gadd's Mission Description

We finally have everything we need to reach the top of the Clock Tower! But first, let's check the security image that the Toad brought with him.

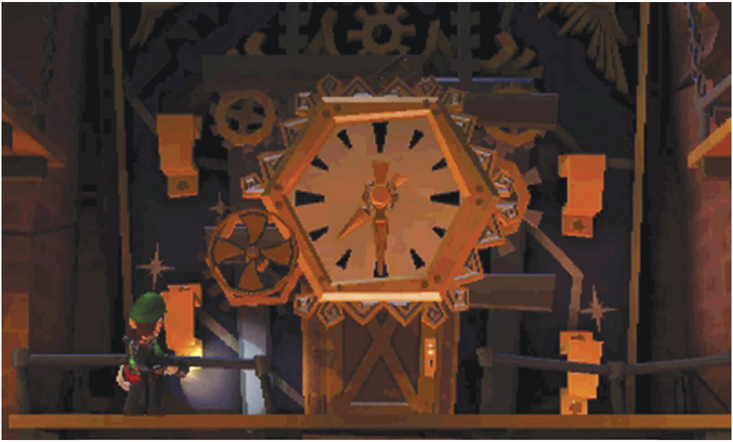
Note

When you select this mission, you have the opportunity to examine a security image. Press B to continue the mission briefing.

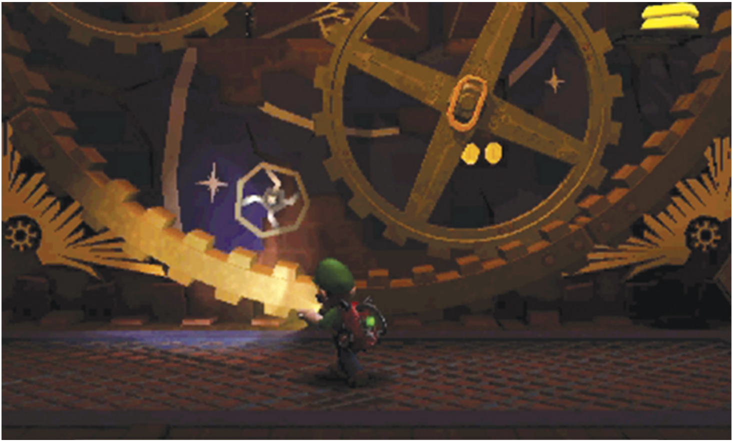
Climb the Clock Tower



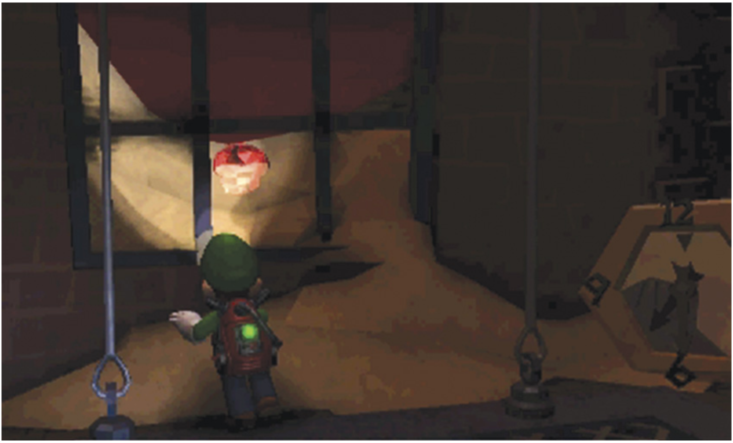
When the mission starts, you're transported to the Clock Tower Gate area. Approach the bricks just east of the clockface and peek through the hole. Note the numbers displayed on the three giant gears.



Inspect the clockface to trigger a short cutscene. When the cutscene ends, use the Poltergust to spin the rotor and set the clock to the appropriate time. The gears in the Movements were labeled “7,” “3,” and “0”—when you set the clock hands to 7:30, the Clock Tower Gate reveals a door. When you’re ready, head through the door and enter the Movements.



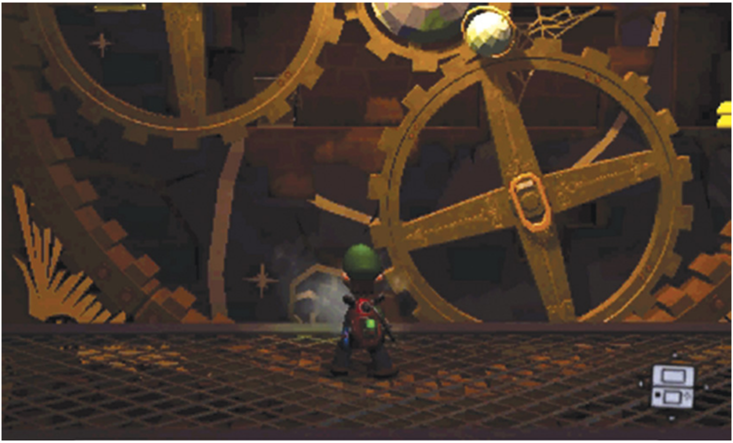
The grated floor of the Movements can be raised and lowered by spinning the small valves along the north wall. Before you start your ascent, however, move to the window in the west wall.



As you approach the west wall, the view shifts to reveal the Mushroom Ruby floating just outside the window. Vacuum the Gem until it pops loose.

Gem Location

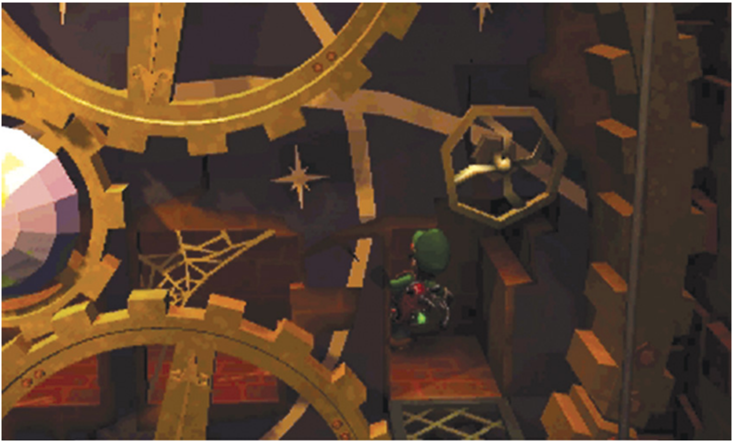
The Mushroom Ruby is located at the base of the Movements, just outside the window in the west wall. Use the Poltergust to pull the Gem into reach.



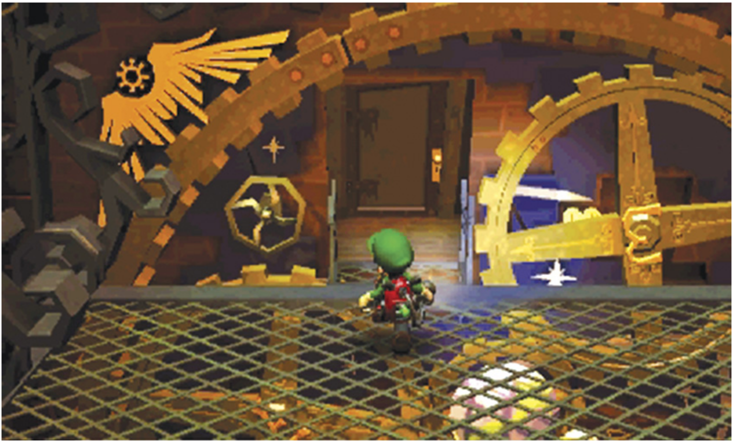
Vacuum the valve near the center of the north wall. As the grating moves toward the top of the room, you're able to reach the treasure stashed around the room. Collect any treasure you spot, and watch out for spiders and bats located throughout the Movements.

Note

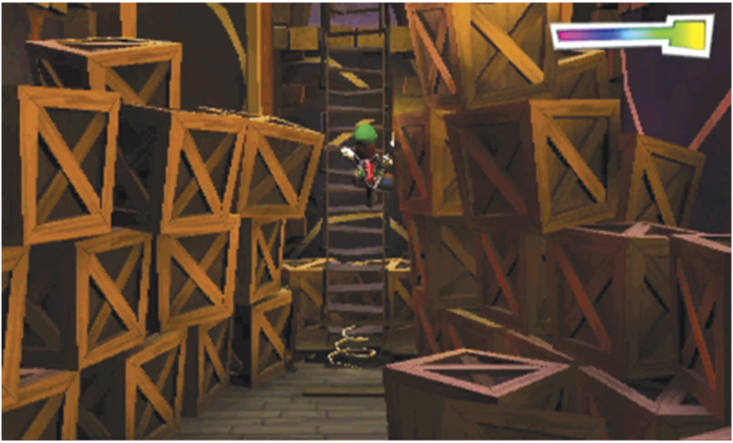
If you want to lower the grating, use the Poltergust's blower mode to spin the valve in the opposite direction.



Eventually, the grating carries you past the first valve. When this happens, look for second valve, located near the northeast corner. There's a hidden area just below the second valve. Before you continue your ascent, head inside the secret area and search the box at the end of the path.

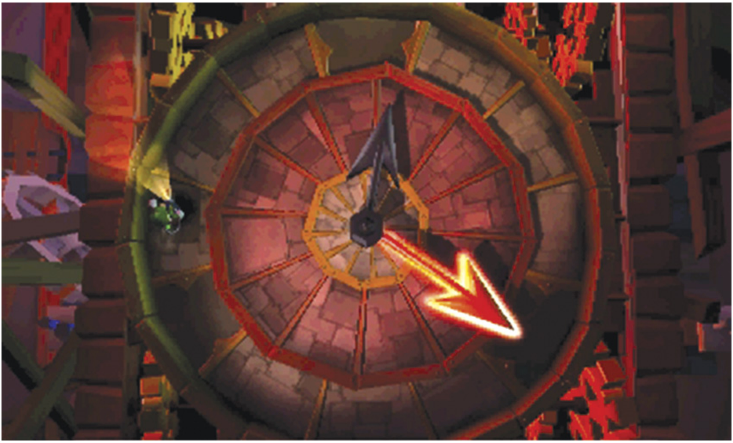


When you move past the second valve, slide to the northwest corner and vacuum the third valve until you reach the top of the Movements. Flash the spiders that drop down from the ceiling, collect any remaining treasure, then head through the door in the north wall.



The Belfry is very tall, but the climb is remarkably fast. When you approach the ladder on the north wall, a spring-loaded panel launches you to the top of the Clock Tower. After a brief cinematic, the Overset Possessor takes control of the Belfry Clock.

Phase 1



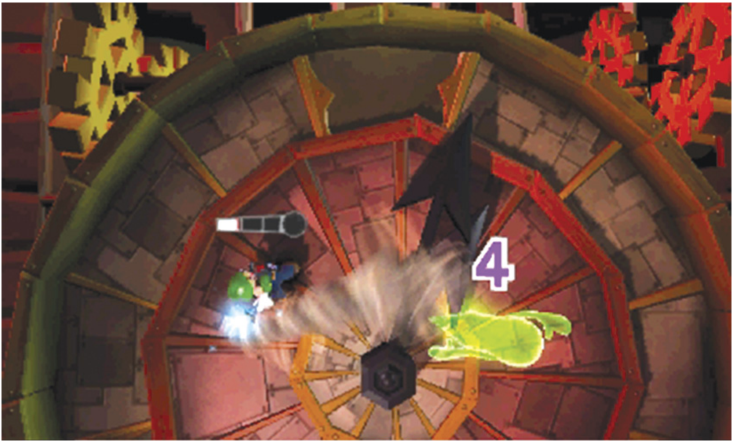
To complete this battle, you must not only defeat the Overset Possessor, you must face 12 waves of common enemies. Like all similar encounters, you must wear down the Overset Possessor over the course of three phases. Each time you complete four rounds of combat, the Overset Possessor shows itself. If you fail to complete a combat round before the minute hands circles the clockface, the enemies reset and the round restarts.

Tip

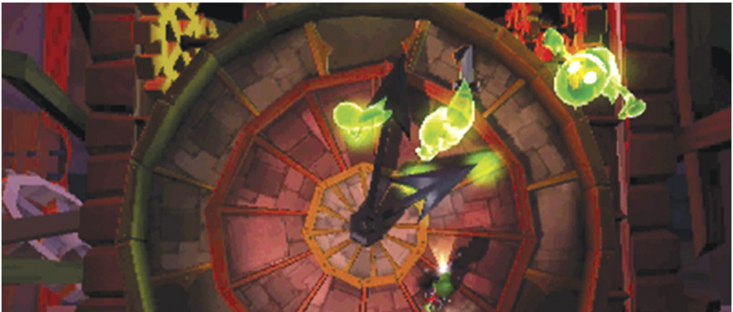
If you’re running low on time, use the Poltergust to reposition the minute hand.

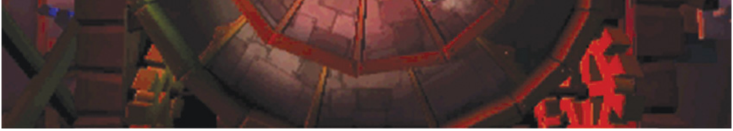
Caution

Between each round, the minute hand sweeps the clockface—stay out of its path to avoid taking damage.

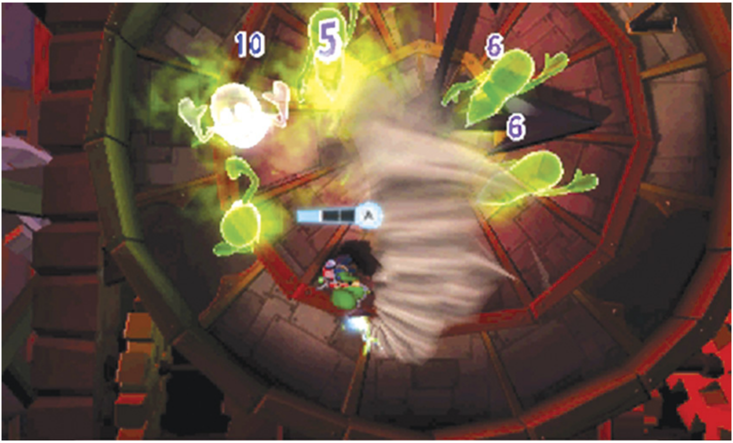


During the first round, you must defeat a single Greenie. Capture the ghost, then run to the edge of the clockface before the minute hand sweeps the area.

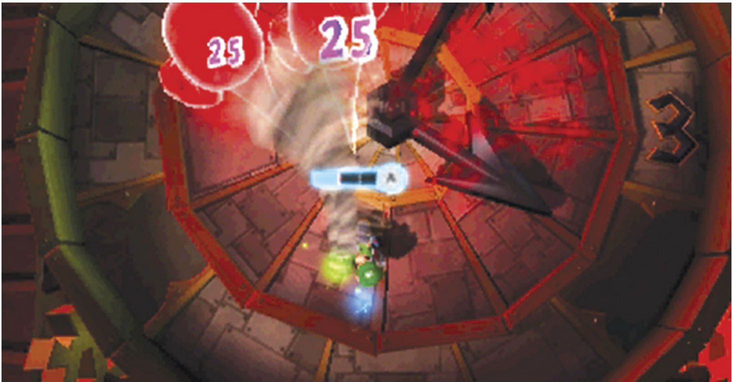


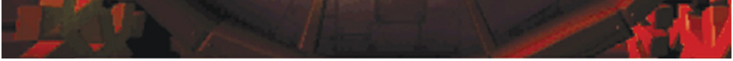


During the second round, you must defeat three Greenies. It's best to capture the ghosts in a single attack, but you have more than enough time to tackle them individually. After you capture all three Greenies, run to the edge of the clock and wait for the next round to start.

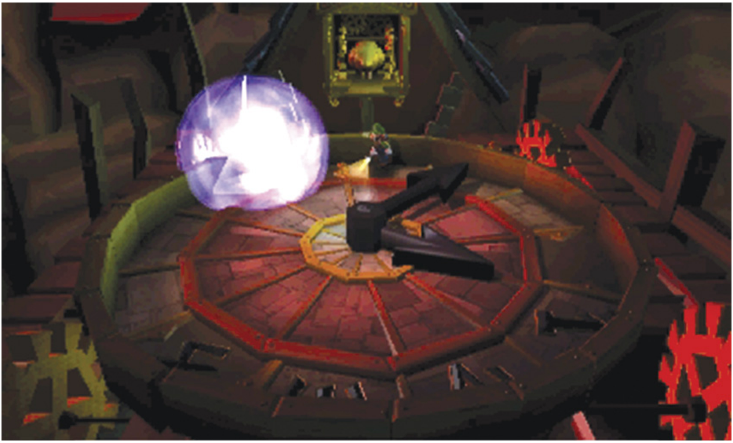


During the third round, five Greenies enter the area. It's fairly easy to stun multiple targets with a single flash, but you aren't likely to capture them all at once. As you wear down your first targets, make sure you dodge incoming attacks. Watch the minute hand, and push it back if you're running short on time. Capture all of the Greenies, then move to safety until the next round begins.

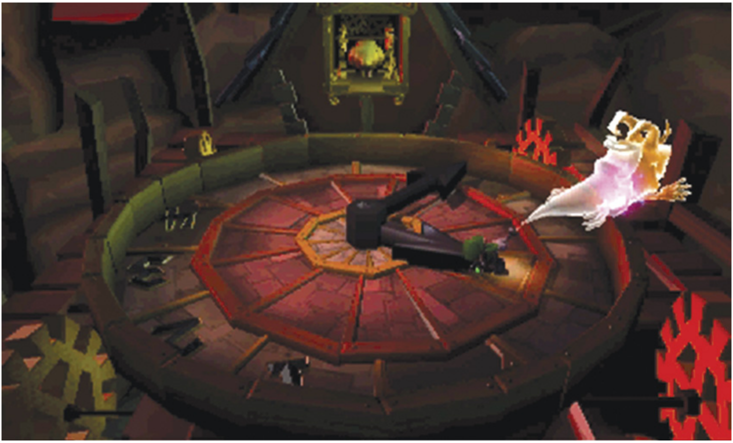




When the fourth round starts, two Slammers enter the area. Flash both ghosts as they land and capture them before they recover. When you complete the fourth round, the Overset Possessor emerges.



When the Overset Possessor appears, it raises a shield and prepares to charge. Each time the ghost crosses the area, move to any location that's not in its path.

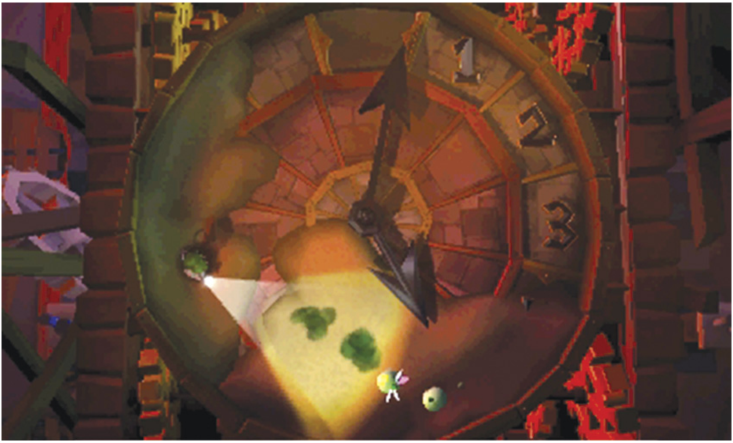


When the Overset Possessor drops its shield, run into range and flash it with the Strobulb. Latch onto the ghost and perform an A-Pull to peel off its first layer. The Overset Possessor vanishes back into the Belfry Clock and the battle's next phase begins.

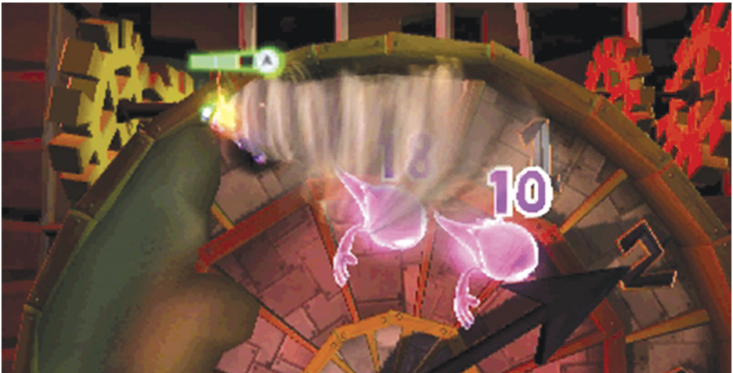
Phase 2

Note

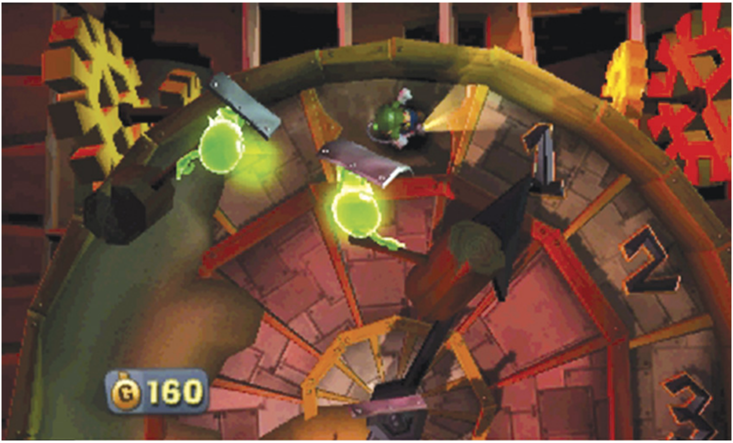
During this phase of the battle, each round begins with a small sandstorm. As you face each group of enemies, remember that running on sand lowers your movement speed.



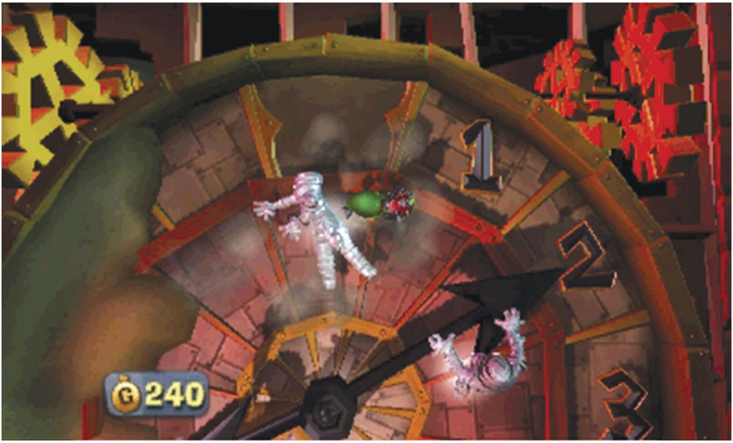
During the fifth round, several beetles emerge from the ground. Simply stand within range and flash each pest as it appears. When the sand blows away, you've completed the round. Move out of the minute hand's path and wait for the next group of enemies.



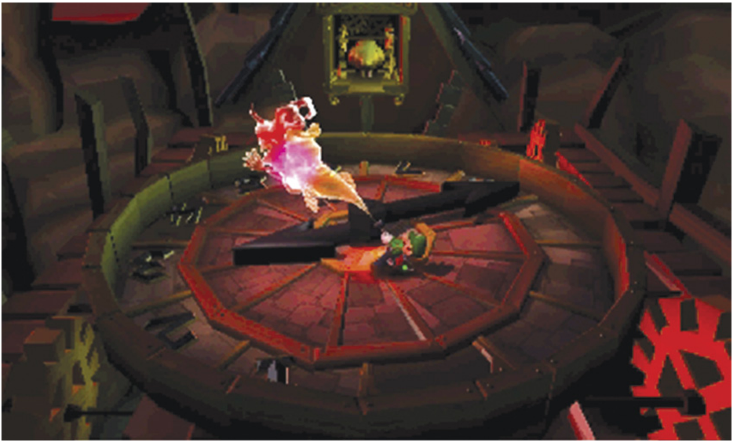
When the sixth round starts, three Sneakers appear in the area. Use the sand to identify any incoming enemies—especially while you're latched onto a struggling target. After you capture all three Sneakers, move to the edge of the clockface and wait for the next round to start.



When the seventh round starts, three hammer-wielding Greenies appear in the area. Each time a Greenie begins a spinning attack, move out of its path and flash it from behind. Unless you have plenty of space, it's usually safest to focus on defense until you've disarmed all three Greenies. Clear out the ghosts and wait for the next round to start.



When the eighth round starts, three bandaged Greenies appear in the area. The clock hands make very effective barriers, so use them to your advantage! Flash bandaged Greenies from behind the hands. When a blinded Greenie charges, it bounces off the clock hands and falls to the ground. A-Pull the bandages from each Greenie and capture all three ghosts to end the round.

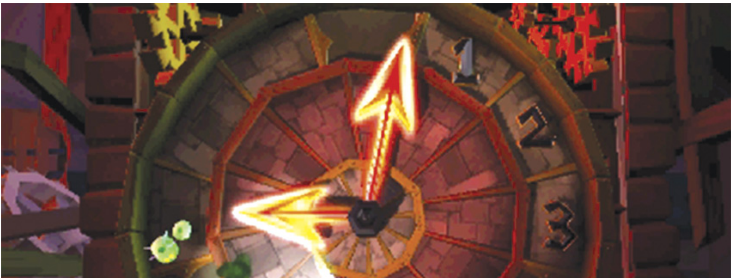


When you complete the eighth round, the Overset Possessor makes another appearance. Dodge its charge attacks, then flash it and perform an A-Pull to peel its second layer. The Overset Possessor vanishes into the Belfry Clock to begin the battle's final phase.

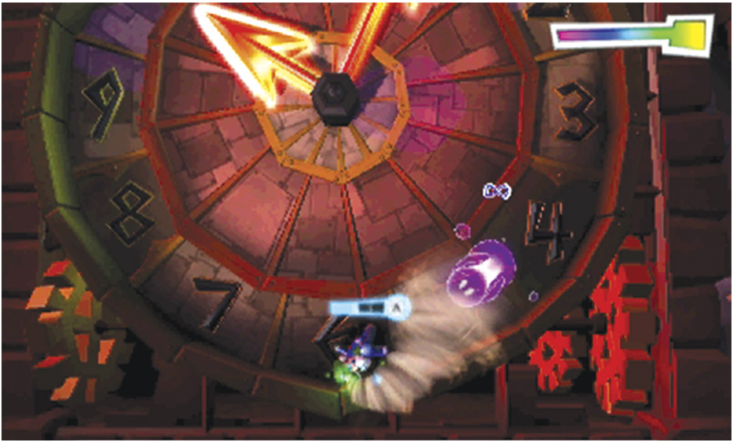
Phase 3

Caution

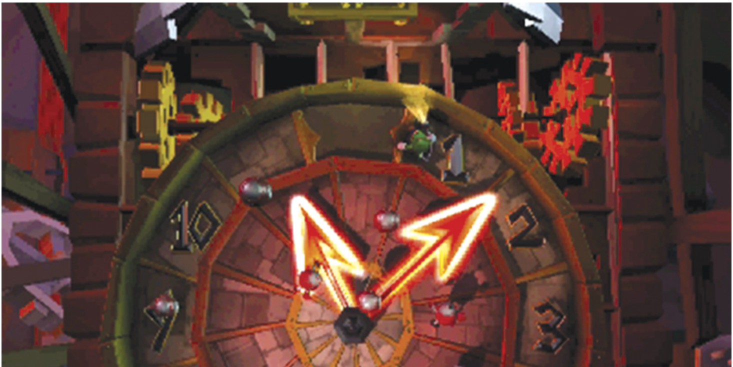
During this phase of the battle, you'll take damage each time you touch the clock hands. It's important to avoid direct contact with the hands, but you can still use the Poltergust to reposition them.



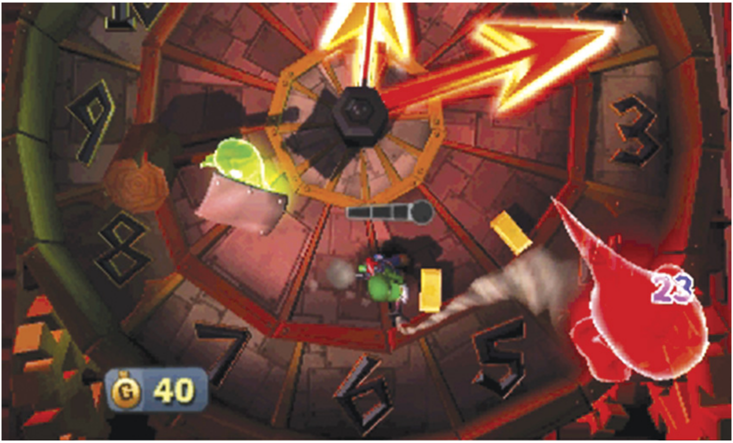
During the ninth round, more beetles emerge from the ground. Stand in range and flash the beetles as they appear. When the beetles stop appearing, move to the edge of the clockface and wait for the next round to begin.



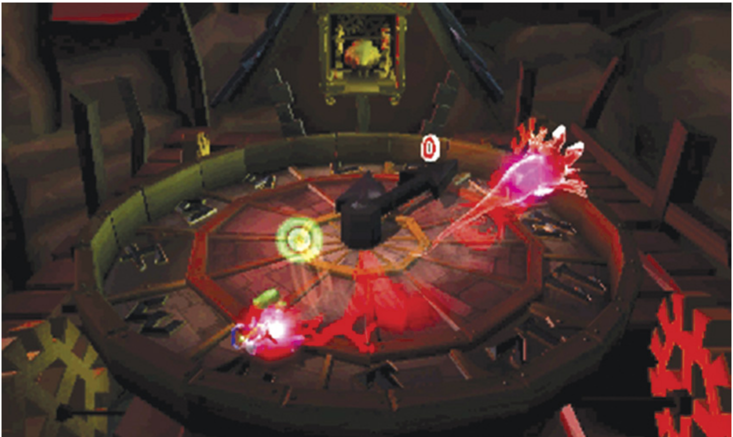
When the tenth round starts, five Creepers are scattered throughout the area. These ghosts can be fairly hard to spot in their puddle-forms, so try to remember where each Creeper lands. Use the Dark-Light Device to force the nearest Creeper into the open, then flash it and perform an A-Pull to capture it. Repeat the process on the remaining Creepers, and reposition the clock hands as needed.



During the eleventh round, bombs are scattered throughout the area. Each bomb activates after a few seconds; it's much easier to plot a safe route through the area if you remember the order in which the bombs appear. Whenever possible, use the clock hands to block pursuing bombs. Avoid each explosion until all of the bombs are gone.



During the twelfth round, you'll face a combination of recently defeated enemies. You must defeat two types of Greenies, a Sneaker, a Slammer, some beetles, and a few bombs. It can be very chaotic, but it's important to move from target to target as quickly as possible. Watch the clock hands, and reposition them if you run low on time. Clear out all of the enemies to complete the round.



When the twelfth round ends, the Overset Possessor makes its final appearance. Dodge its charge attacks, stun it while it's vulnerable, and capture it to end the battle. Collect the Dark Moon piece the ghost leaves behind, then answer the Duel Scream to complete the mission and return to the Bunker.

Outlandish Interruption

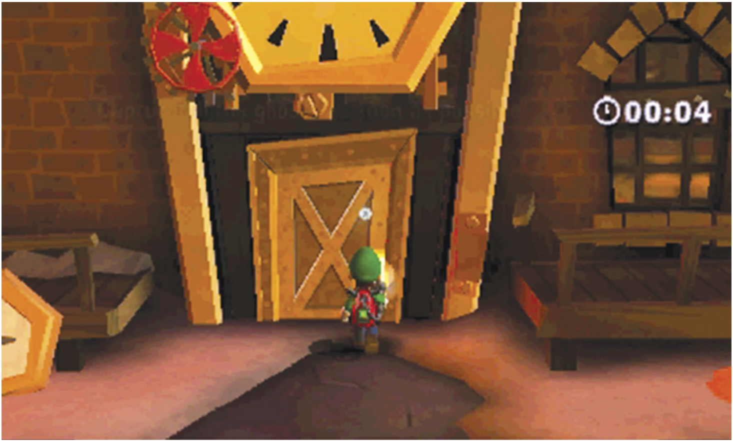
Professor E. Gadd's Mission Description

We've got a complication. There are paranormal signals in the Old Clockworks again! It's ghost-hunting time, sonny!

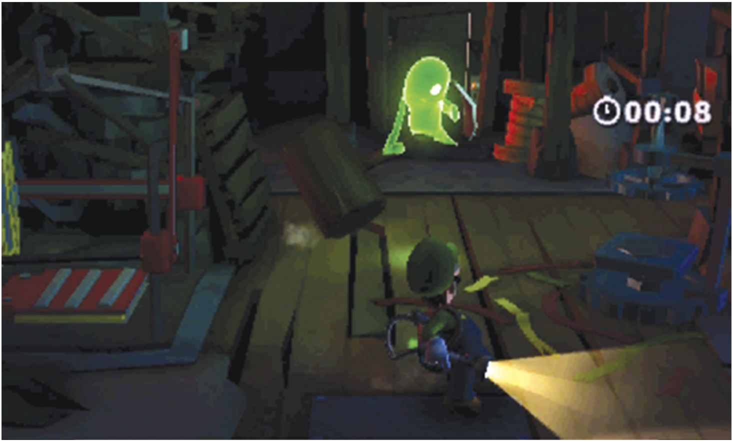
Note

To unlock this mission, you must capture all five of the Old Clockworks Boos and collect this mansion's Dark Moon piece.

Like all invasion-based missions, groups of ghosts appear in random locations. Your task is to move from objective to objective, capturing all ghosts as quickly as possible.

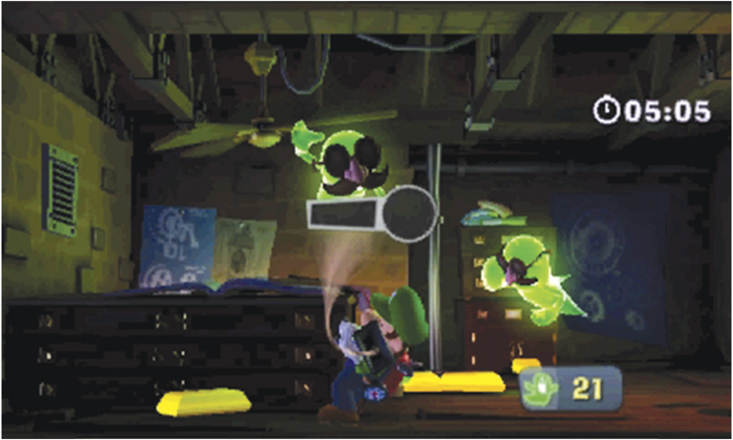


When the mission starts, you're transported to the Clockworks Courtyard. Wait for Professor E. Gadd to give you your first objective, then plot the fastest possible route to the marked location. This usually means entering through the Warehouse, so flash the gate and run north while you consult your Touch Screen map for details.



Each infestation can include any combination of Greenies, Hiders, Slammers, and Sneakers. Greenies may not be the toughest enemies you'll face during this mission, but they may prove to be the most troublesome. From hammers, to bandages, to a variety of masks, most of the Greenies you face will carry some type of special equipment.

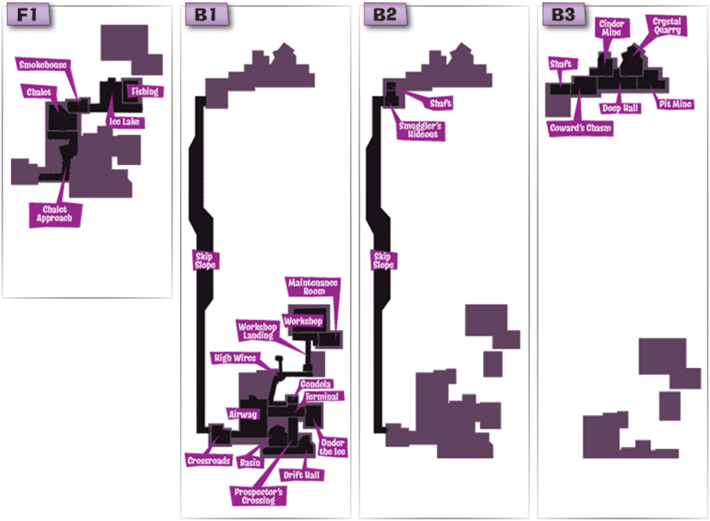
Each time Professor E. Gadd reports new infestations, try to plan the most efficient route between the objectives. When you have to move between level F1 and level F2, remember that the Warehouse, the Roundhouse, and the Cargo Room are suitable options.



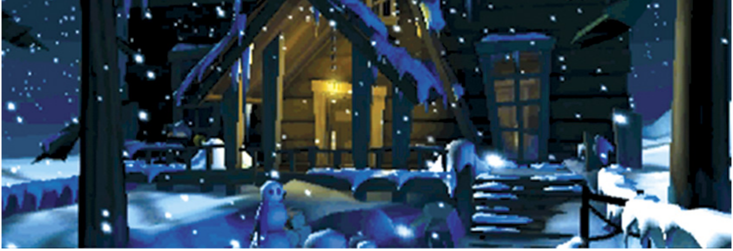
To earn a 3-star rating, move quickly, disarm each specially equipped Greenie as the first opportunity, and take as little damage as possible. Use a fully-charged A-Pull to capture each ghost, and make simultaneous captures whenever possible. After you clear all of the infestations, answer the Duel Scream to complete the mission and return to the Bunker.

Walkthrough

Secret Mine



Mansion Overview



The Secret Mine contains a variety of heavy machinery, a few craggy chasms, and a vast network of underground caverns—not that you'd know it from the property's unassuming Chalet.

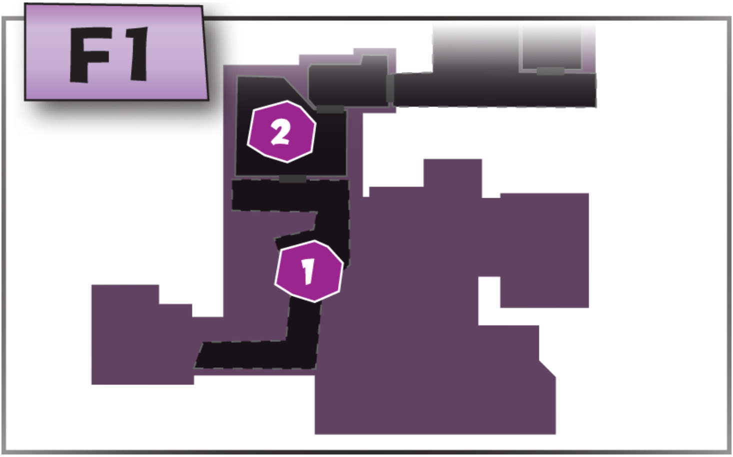
In addition to freezing temperatures, perilous drops, and unreliable machinery, the Secret Mine contains the most powerful ghosts you've yet to face. Strong Greenies, Strong Slammers, Strong Sneakers, and a Strong Gobber all join forces with more common ghosts to make for some fairly challenging encounters.

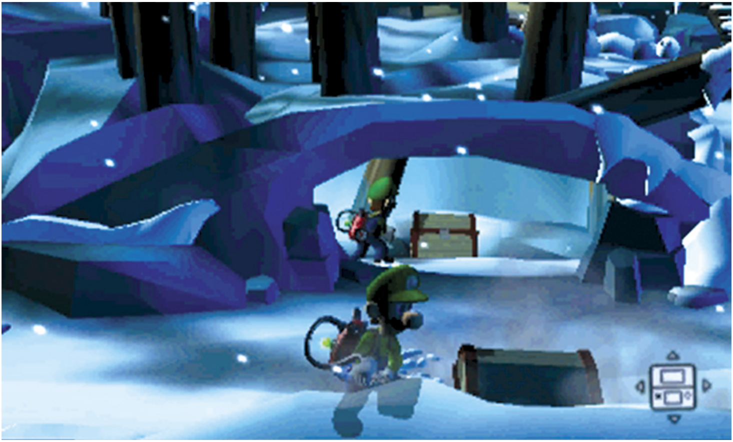
D-1 Cold Case

Professor E. Gadd's Mission Description

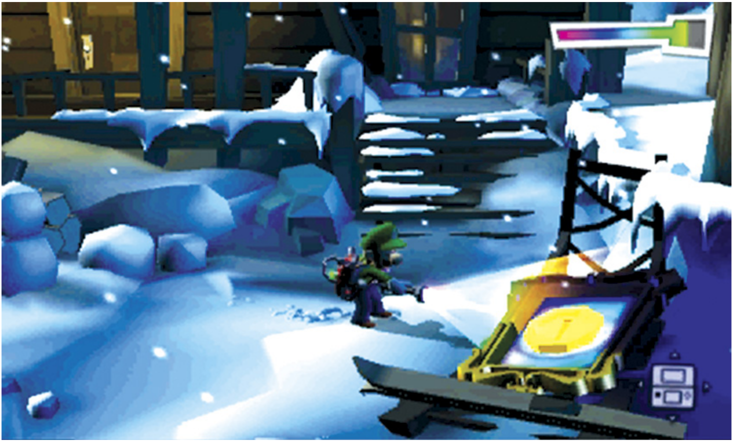
I can't seem to get a hold of my Toad Assistant at the Chalet. He's probably napping in front of the fireplace again. It's so hard to find good help these days!

Search the Chalet





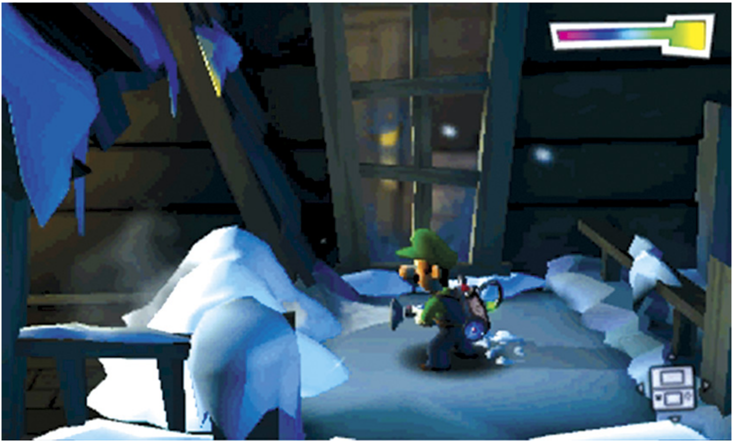
1 When the mission starts, you're transported to the Chalet Approach. Move a few steps to the east to find a mirror embedded in the rocks. Vacuum the snow mound due south of the mirror to uncover a chest. After you search the chest, vacuum the nearby snow mounds. Search the large tree at the area's east edge, then flash the gold crows that fly into the open. Follow the path up the hill.



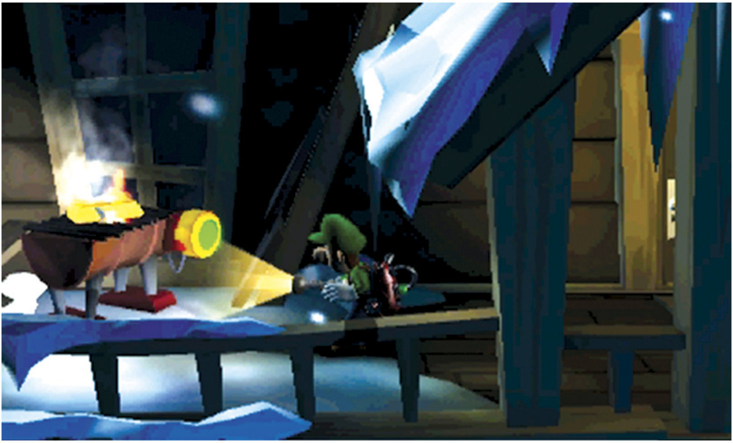
When you reach the snowmen, use the Dark-Light Device to reveal the framed sketch along the path's east edge. After you capture the Spirit Balls, use the Dark-Light Device to pull the treasure out of the newly revealed sketch. Search the area for treasure, then climb the steps up to the porch.

Tip

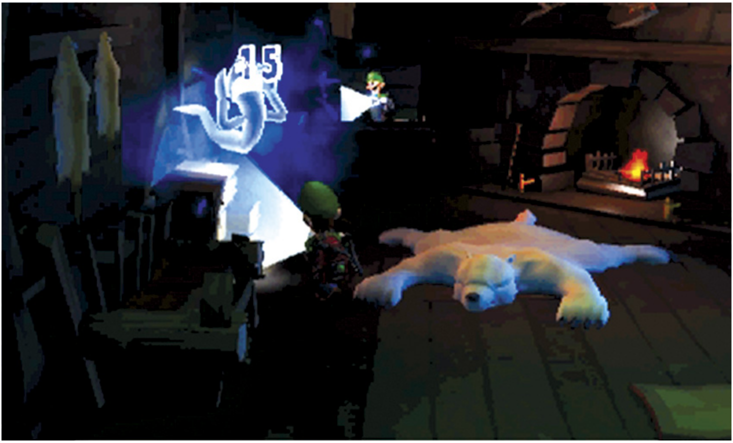
There's treasure stashed in the snowman heads! A-Pull the snowman's scarf, then vacuum the loose head. Launch it into the nearby rocks, then repeat the process with the remaining snowman head.



Use the window at the top of the steps to peek into the Chalet. Watch the Hider in the rocking chair until treasure appears. Once this happens, vacuum the nearby snow mounds to clear a path to the door.



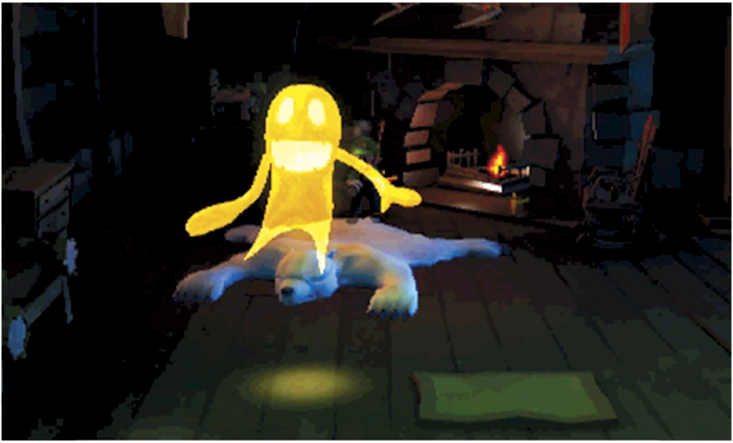
Flash the grill at the west edge of the porch. Wait for the ice to melt, then vacuum the treasure it leaves behind. When you're ready, use the nearby door to enter the Chalet.



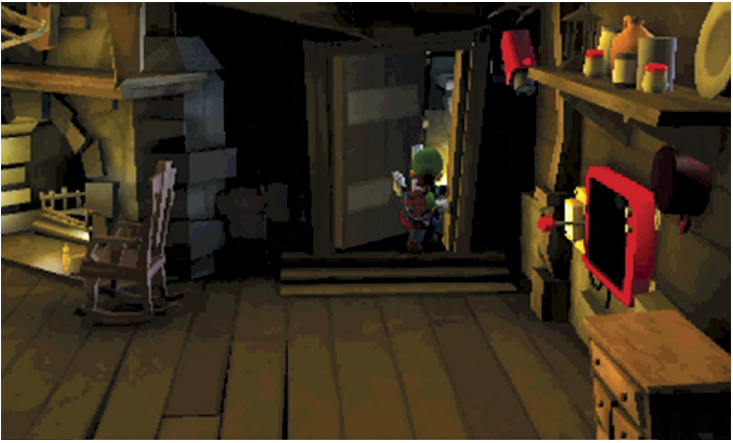
2 When you enter the Chalet, a surprised Hider disappears into a nearby piece of furniture. The Hider isn't the only ghost in the Chalet, so stay alert as you search the objects around the room. After you capture the first Hider, stay near the mirror in the room's northwest corner to reveal the lurking Sneaker. Capture the Sneaker, then search the remaining objects to find a second Hider.

Tip

The bear rug roars if you get too close to its head. This doesn't cause any damage, but the scare can leave you vulnerable during combat.

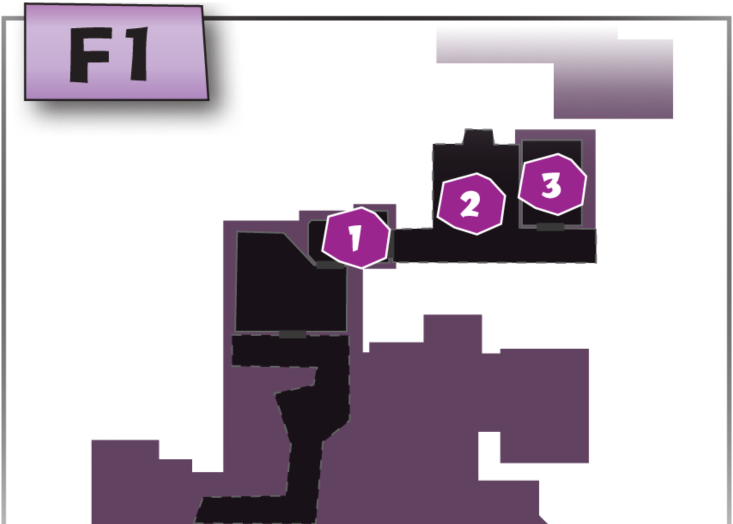


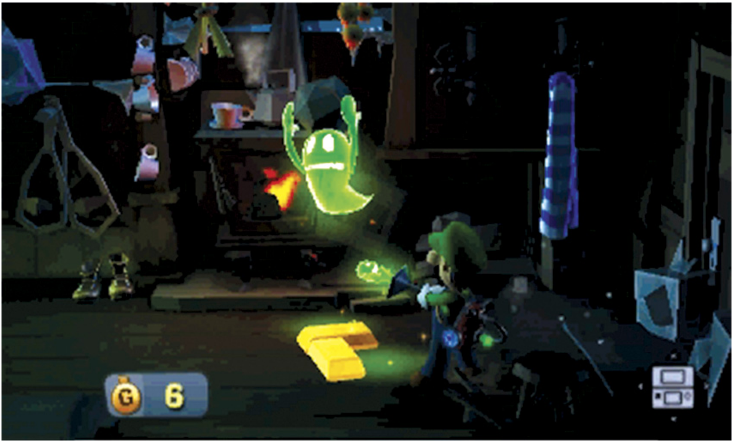
After you capture the three hostile ghosts, A-Pull the bear rug's tail to reveal a Gold Greenie. Capture the elusive ghost before it escapes, then collect the resulting treasure.



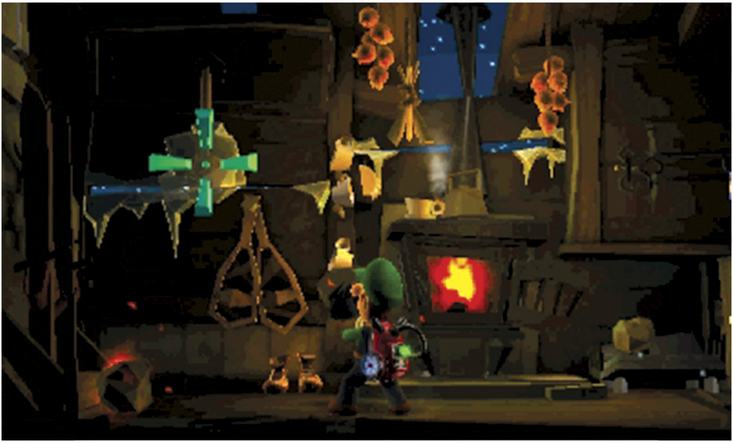
A-Pull the coats in the southwest corner and search any remaining objects. When you're ready, use the door in the northeast corner to enter the Smokehouse.

Find the Toad Assistant

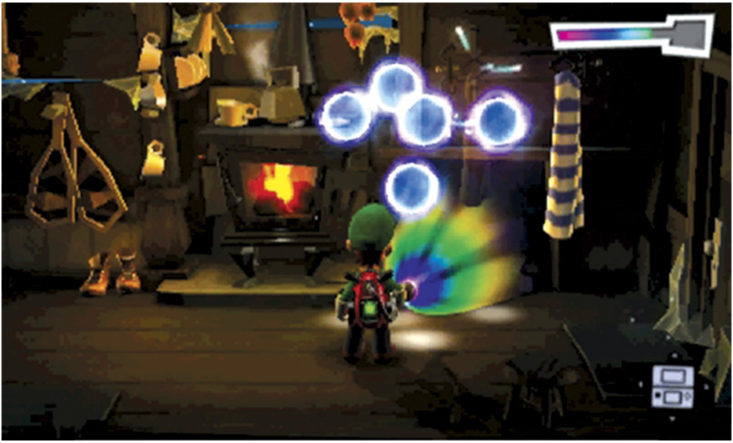




1 When you enter the Smokehouse, Professor E. Gadd updates your objectives. When you approach the door in the east wall, two Greenies emerge from the stove. One of the Greenies uses an ember to protect itself from the Strobulb—don't flash the Greenie until it raises the ember above its head.



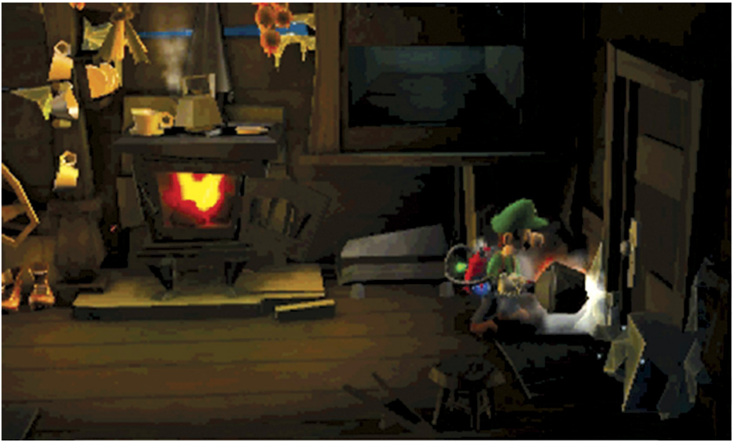
After you capture both Greenies, vacuum an ember from the floor, and launch it at the block of ice hanging near the northwest corner. After the ice melts, A-Pull the rope to reveal a treasure stash.



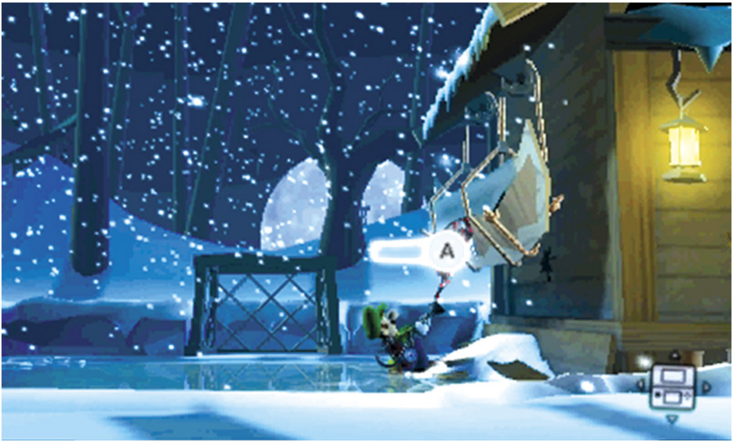
Use the Dark-Light Device to reveal the missing scarf near the room's northeast corner. After you capture the Spirit Balls, A-Pull both of the scarves to reveal the Round Sapphire hidden in the wall.

Gem Location

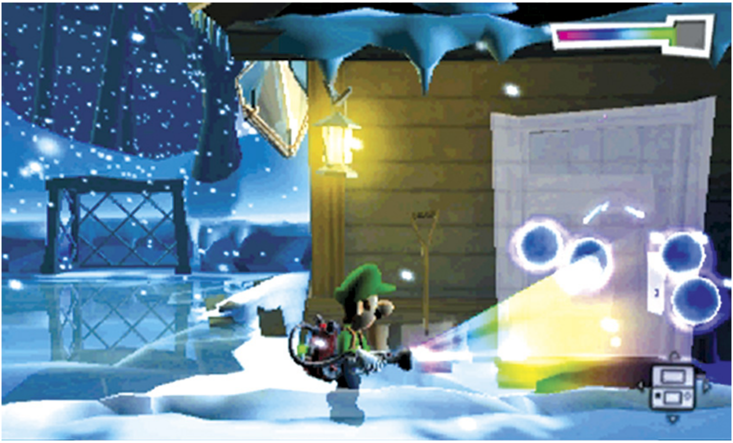
The Round Sapphire is stashed in the northeast corner of the Smokehouse. Use the Dark-Light Device to reveal the missing scarf, then A-Pull both scarves from the wall. After the panel slides open, vacuum the Gem down to the floor.



Vacuum a fresh ember and use it to melt the ice along the east wall. When the door is free, clear the ember from the Poltergust's nozzle and head out to the Ice Lake.



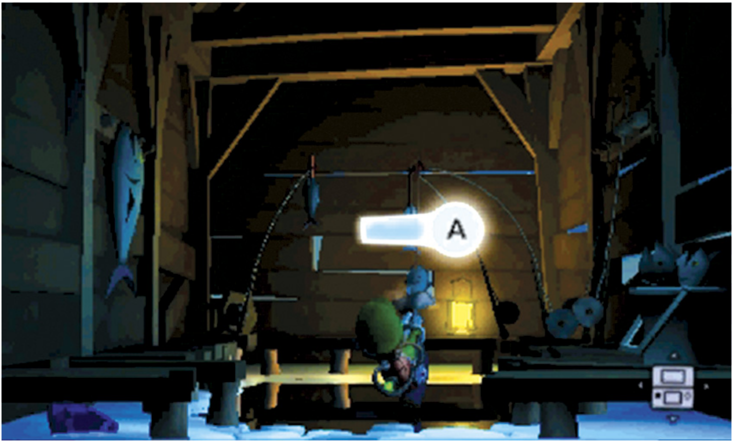
2 Move to the north end of the Ice Lake and flash the crows perched on the net. Slide over to the nearby canoe and A-Pull the cloth sticking out of its side. When you do, the suspended canoe is raised to reveal a hole in the wall.



Use the hole to peek into the Fishing Hut, then move to the building's south side. Use the Dark-Light Device to reveal the missing door. After you capture the Spirit Balls, head through the door and into the Fishing Hut.

Tip

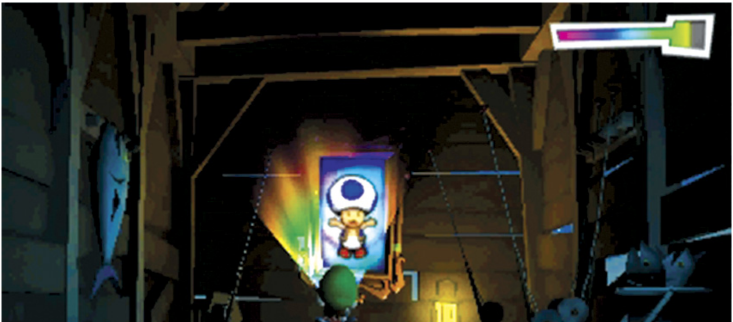
If you vacuum the puck wedged near the door, you can shoot it into the goal to reveal two helmet-wearing Greenies.



3 When you enter the Fishing Hut, a Boo vanishes through ice. Vacuum all of the snow mounds at the center of the area, then A-Pull the fish hanging from the surrounding poles. As you collect the resulting treasure, use the Poltergust to vacuum the Trillion Sapphire below the floor boards in the southwest corner.

Gem Location

The Trillion Sapphire is in the southwest corner of the Fishing Hut. Use the Poltergust to vacuum the Gem out from under the floorboards.

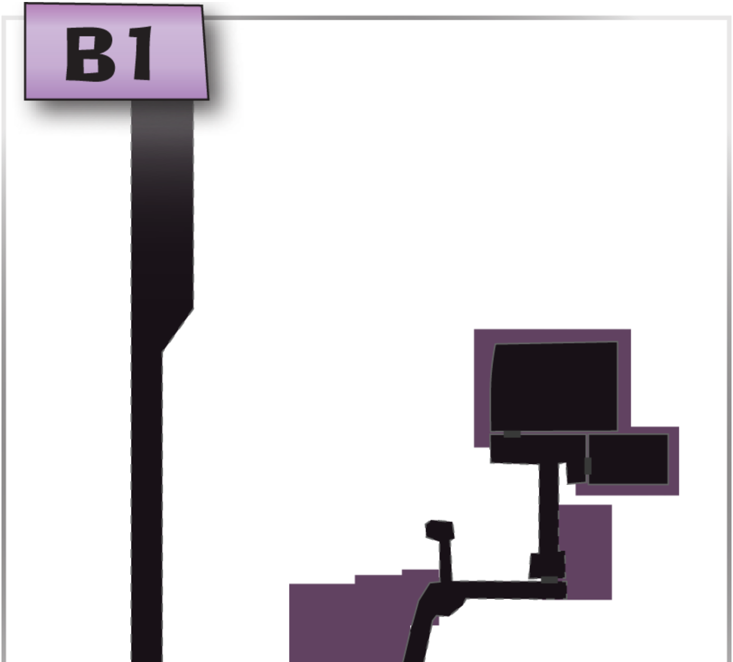


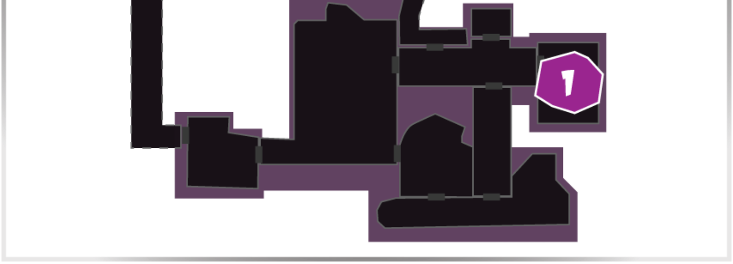
When you're ready, use the Dark-Light Device to reveal the framed sketch on the Fishing Hut's north wall. After you capture the Spirit Balls, use the Dark-Light Device to free the Toad Assistant from the sketch. When the Toad lands, the ice cracks. During the cinematic, you fall into the area Under the Ice.

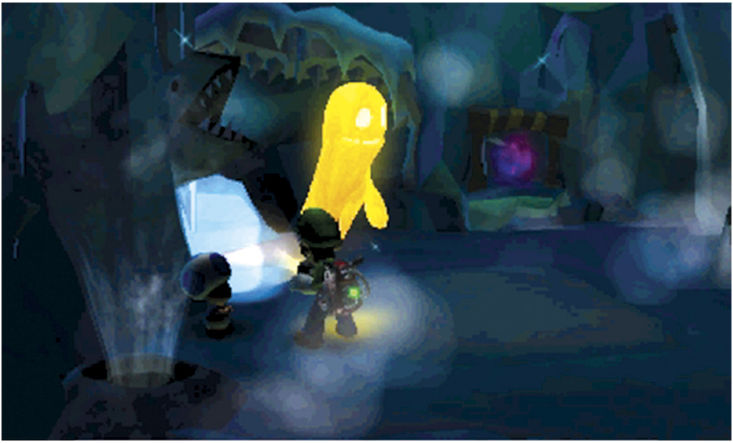
Caution

Don't free the Toad Assistant until you're ready to leave the Fishing Hut!

Search Under the Ice

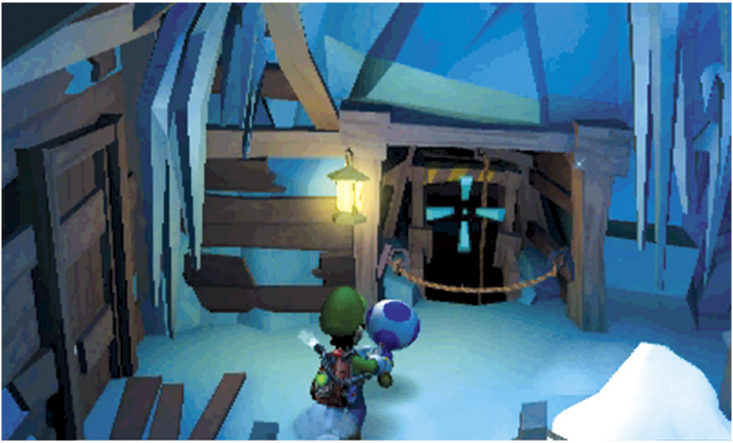




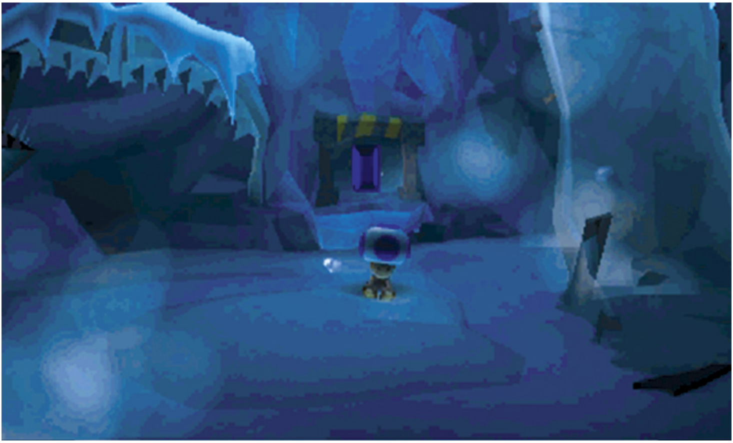


1 Answer the Duel Scream, then search the nearby objects. Open the chest in the northeast corner to find a nice stash of treasure, and peek through the hole in the north wall to sneak a peek the Baguette Sapphire. Vacuum the snow mound near the center of the room, then move to the west wall. A-Pull both of the bobbers hanging from the fish, then capture the Gold Greenie that emerges.

When you're ready, vacuum the Toad Assistant and step onto the geyser in the southwest corner; the steam carries you up to the ledge high on the north wall.



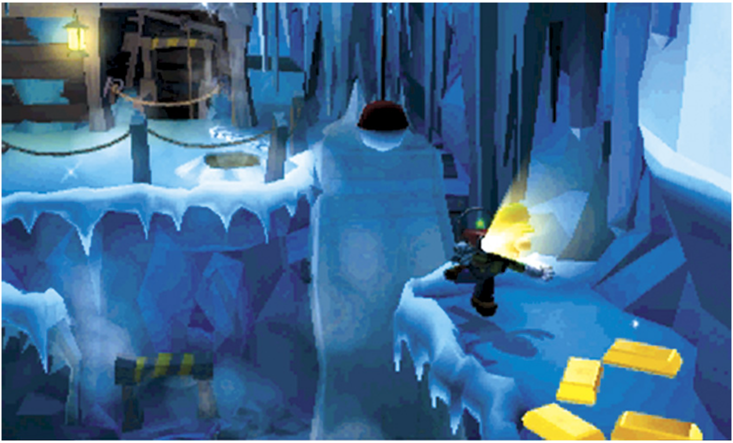
When you land, launch the Toad Assistant into the opening in the north wall.



When the Toad smashes through the ice below, the Baguette Sapphire slides onto the floor.

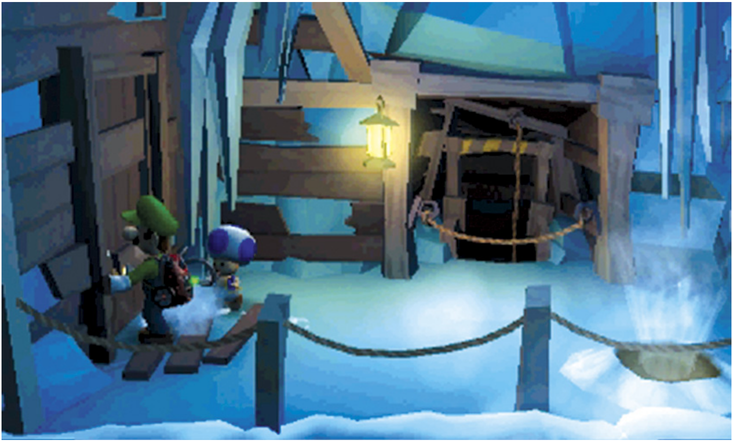
Gem Location

Carry the Toad to the ledge high on the north wall, then launch him into the shaft. After a moment, the Baguette Sapphire appears near the center of the area.



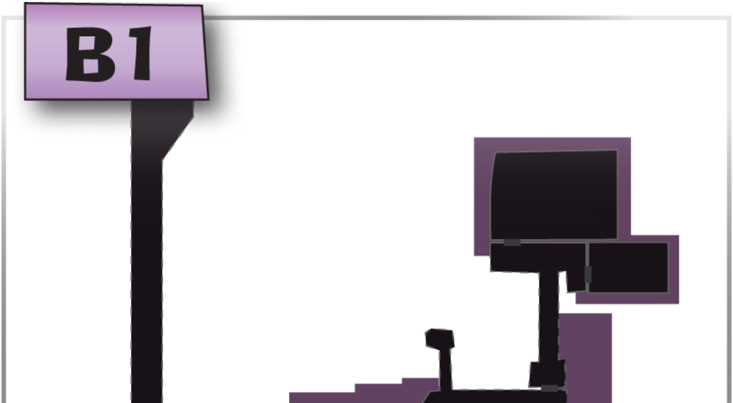
Before you head down to collect the Gem, vacuum the nearby snow mound to reveal another geyser. Use the geyser to launch yourself to the small ledge in the southeast corner. Collect the treasure stash, then vacuum the nearby bobber to lower yourself to the floor.

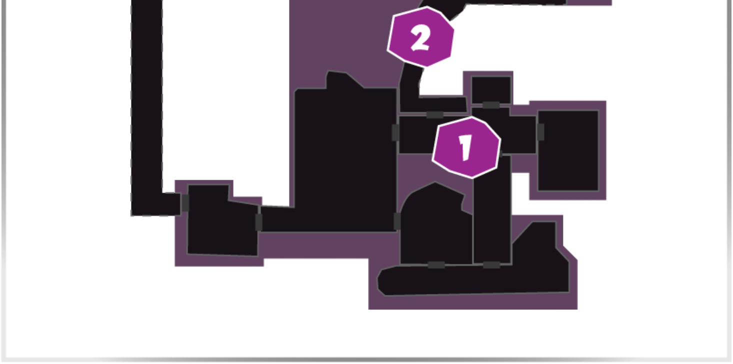
Rejoin the Toad Assistant and collect the Baguette Sapphire that followed him out of the shaft.

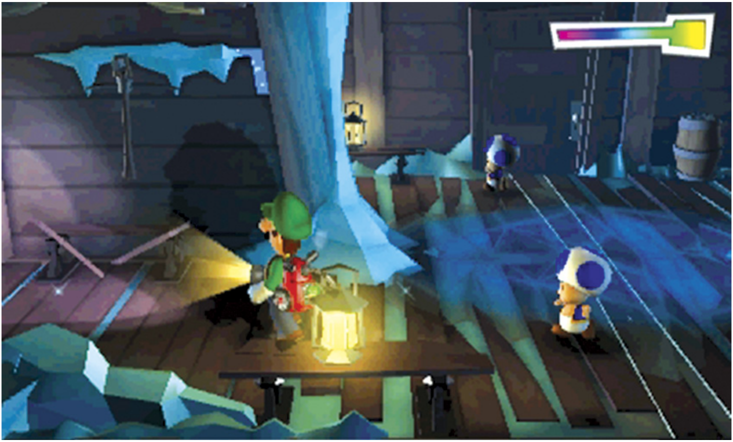


Vacuum the Toad Assistant and use the nearby geyser to launch yourself back up to the ledge. When you're ready, release the Toad and lead him through the door in the west wall.

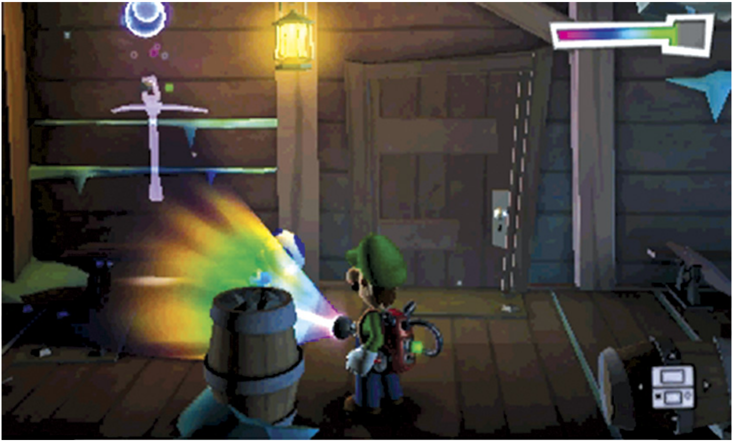
Reach the Airway



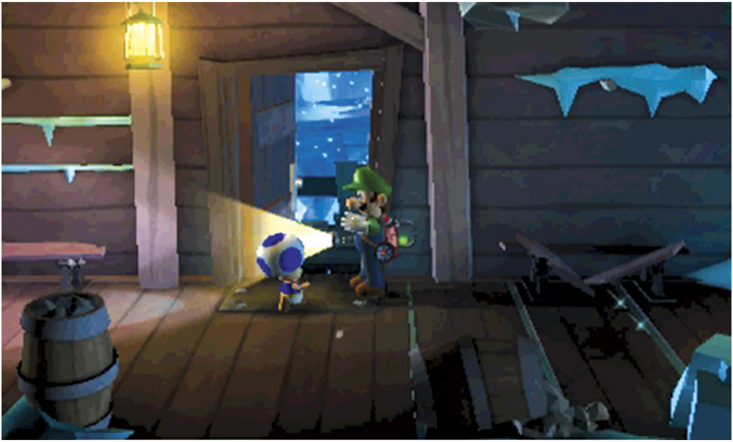




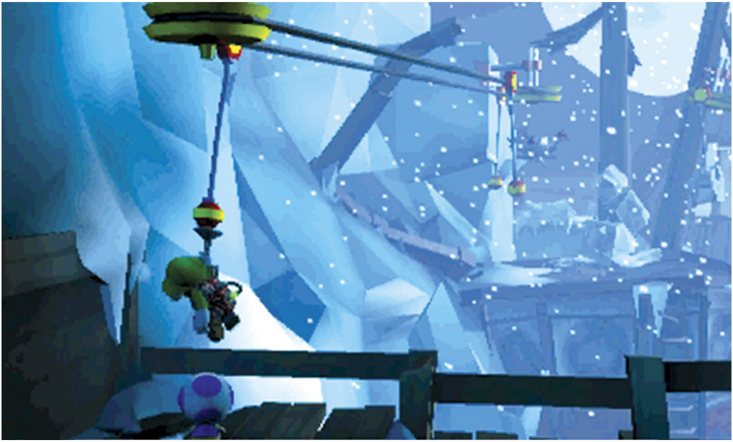
1 When you first enter the Terminal, the area is unoccupied. As you move in front of the large mirror in the north wall, you can see door to the Prospector's Crossing in the reflection. When you reach the end of mirror, use the Poltergust to spin the pickaxe hanging on the north wall. When the pickaxe is spinning fast enough, it smashes through the ice in the ceiling. Vacuum the treasure down from the opening and continue to the Terminal's west end.



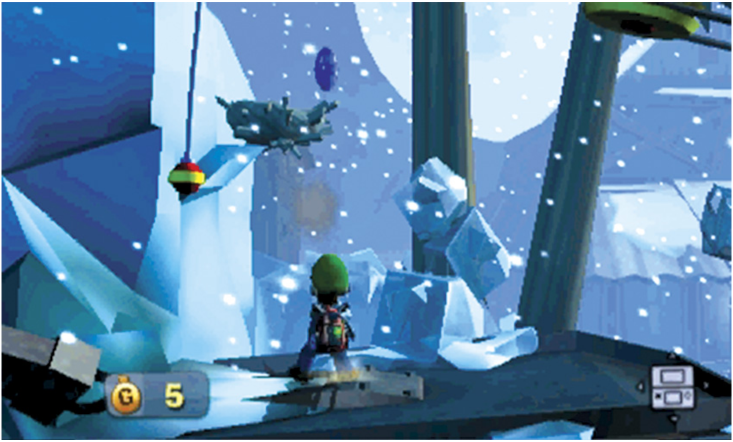
Use the Dark-Light Device to reveal the pickaxe near the room's northwest corner. Use the Poltergust to spin the pickaxe until it flies off the wall. When it does, some mice emerge from a small hole in the southwest corner. Flash the pests before they escape the area.



Finish searching the area, then use the Strobulb or the Poltergust to calm the panicked Toad. Before you continue to the Airway, use the door on the north wall to find the High Wires.



2 When you first reach the High Wires, a good chunk of the area is blocked off. However, a quick visit allows you to collect another Gem. Flash the crows on the guardrail, then latch onto the nearby cable and let it carry you across the gap.



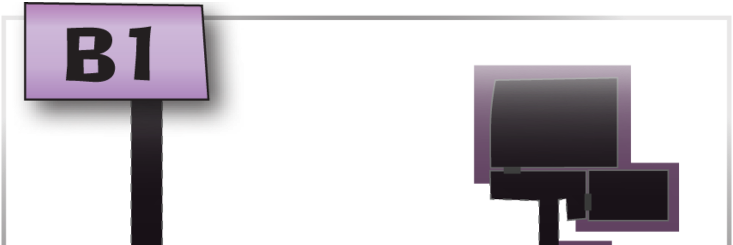
When you're safely over the next platform, hold L to detach from the cable. The nearby crows are aggressive, so use the Strobulb to flash them as they leave their nest. When the area is clear, vacuum the Football Sapphire down from the nest. Collect the Gem, then latch back onto the cable and head back to the Terminal.

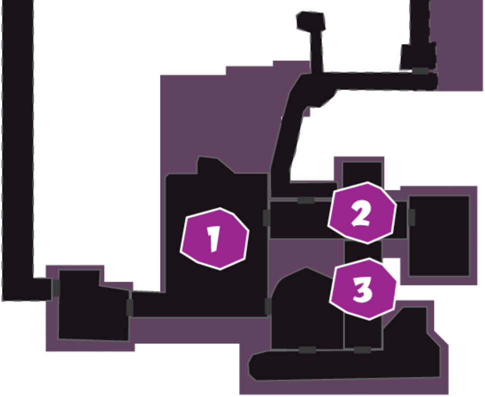
Gem Location

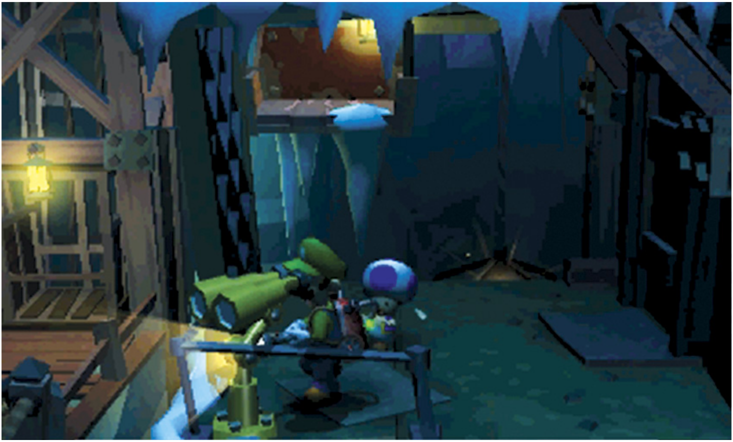
The Football Sapphire is located in the nest halfway across the High Wires. Ride the first cable out to the platform, clear out the crows, then vacuum the Gem down from the nest.

After you return to the Terminal, use the door in the west wall to enter the Airway.

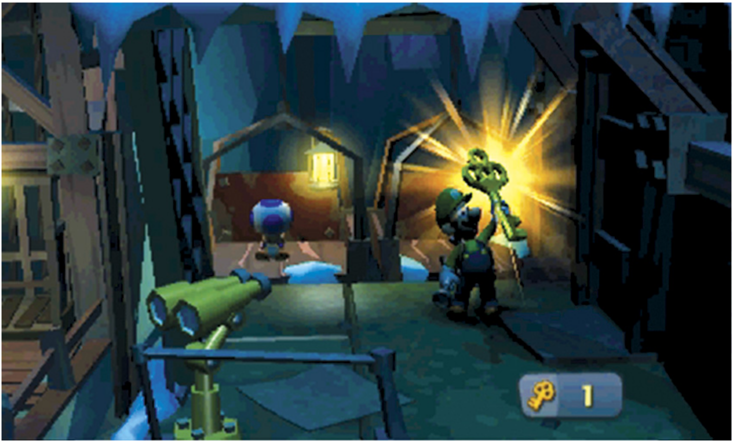
Reach the Drift Hall







1 When you reach the Airway, use the binoculars at the edge of the platform to locate the Drop Sapphire on the west wall. When you find the Gem, a bat moves it to a barrel near the elevator. Once this happens, move away from the binoculars and examine the suspended baskets to the north.



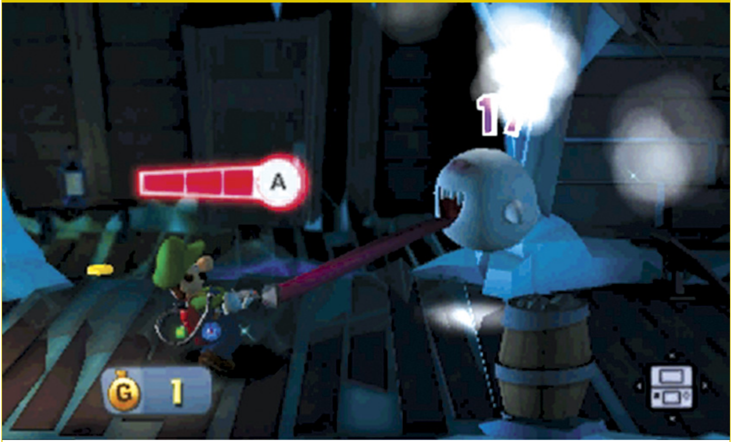
The suspended baskets are connected to the same line. Use the Poltergust to launch the Toad Assistant into the basket on the left. When he lands, both baskets line up at the platform's edge. Vacuum the snow mound in the basket on the right, then collect the revealed Key. Regroup with the Toad, then lead him back into the Terminal.

Key Location

There's a Key in one of the suspended baskets near the binoculars. Launch the Toad Assistant up to the basket on the left, then vacuum the snow mound to reveal the Key in the basket on the right.

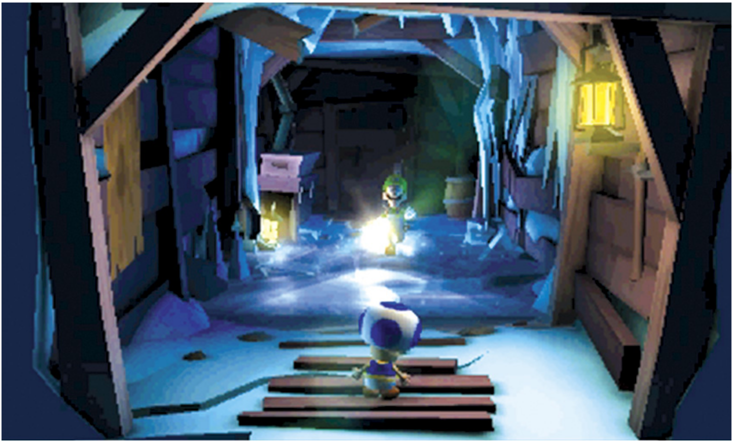
2 After you visit the Airway, the Terminal undergoes a subtle change. The large mirror on the north wall has been covered with a backdrop, and the nearby barrel is missing. A-Pull the cloth from the mirror, use the Dark-Light Device to reveal the missing barrel, then search the barrel to find the hidden Boo.

Boo Location

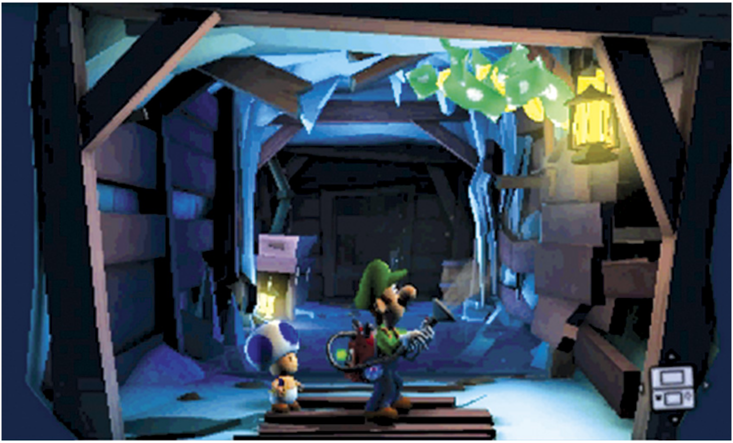


This mission's Boo appears in the Terminal after you retrieve the Key from the Airway. Use the Dark-Light Device to reveal the missing barrel just south of the large mirror. Search the barrel, then use the established tactics to weaken and capture Boofoon.

When you're ready, unlock the door just south of the mirror and lead the Toad Assistant into the Prospector's Crossing.



3 The Toad Assistant refuses to follow you through the Prospector's Crossing. The ice isn't strong enough to support your combined weight, so you can't carry the Toad through the area. Instead, vacuum the Toad, move to the edge of the ice, and launch him clear to the other side. Once he's safely at the south end of the area, run across the ice and meet back up with him.

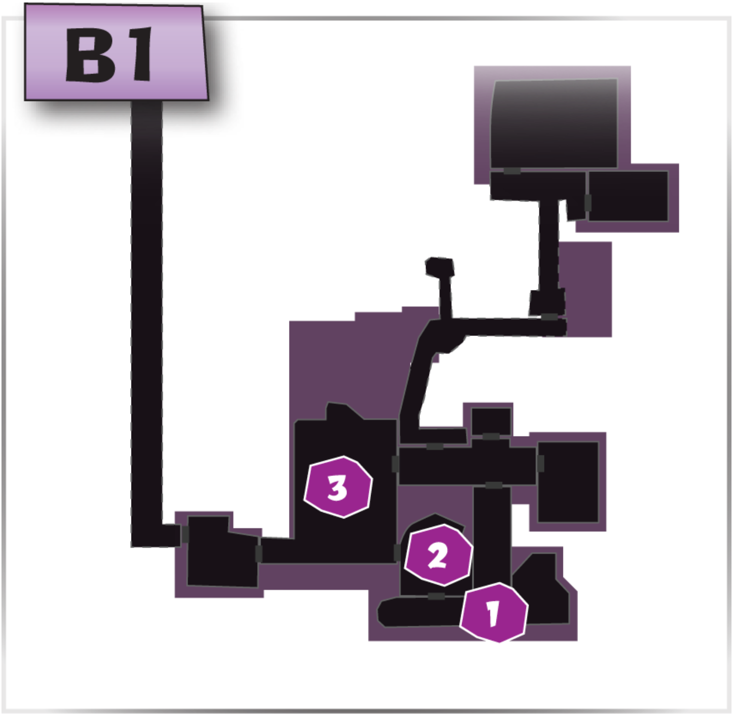


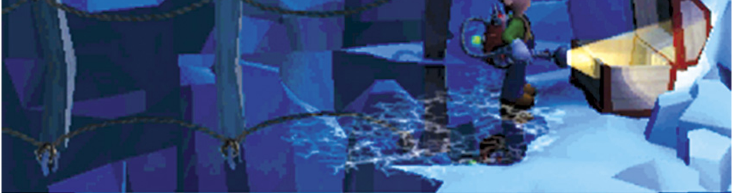
Vacuum the poster on the west wall, then flash the gold spider hidden behind it. Use the Poltergust to spin the pickaxe on the east wall until the secret panel slides open. After you collect the treasure, use the door to the south to enter the Drift Hall.

Note

During subsequent missions, the Rhombus Sapphire appears in the Prospector's Crossing.

Reach the Airway Elevator

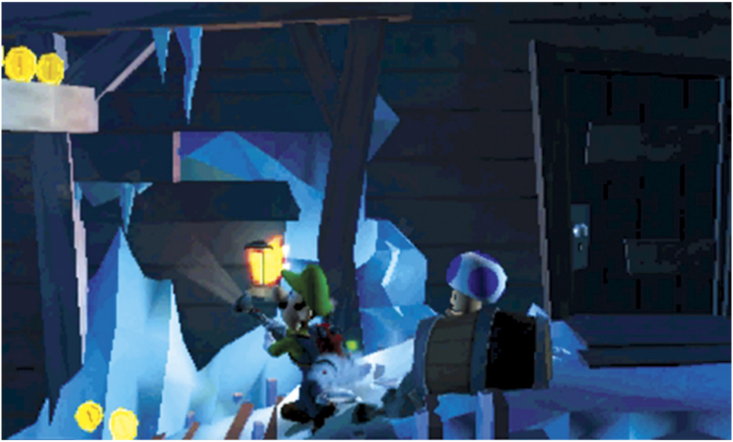




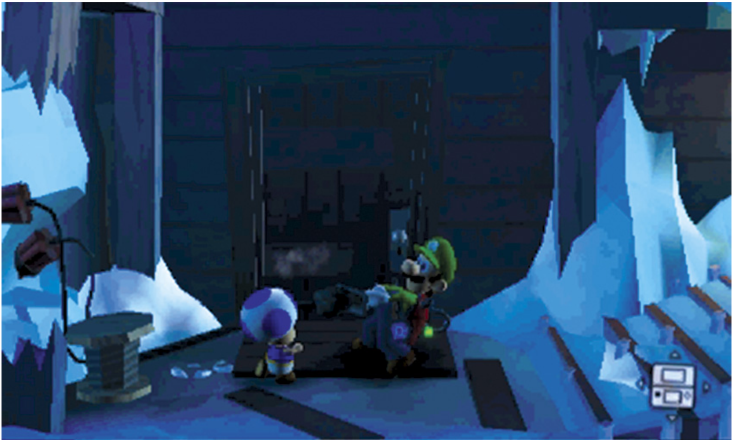
1 When you enter the Drift Hall, move toward the east wall. Flash the bats clinging in the background, and try to vacuum the resulting treasure before it drifts out of reach. When the area is clear of vermin, vacuum the snow mound along the east wall. Collect the Key from the revealed chest, then turn around and search the rest of the area.

Key Location

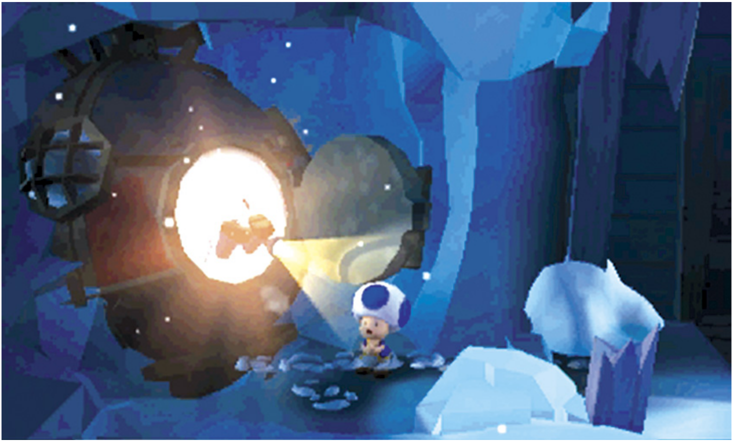
There's a Key stashed near the east edge of the Drift Hall. Clear out the nearby bats, then vacuum the snow mound along the east wall. Open the revealed chest to find a Key.



Kick the barrel at the top of the steps, then vacuum the coins down from the nearby beam. Collect the loose treasure as you make your way down to the west wall.



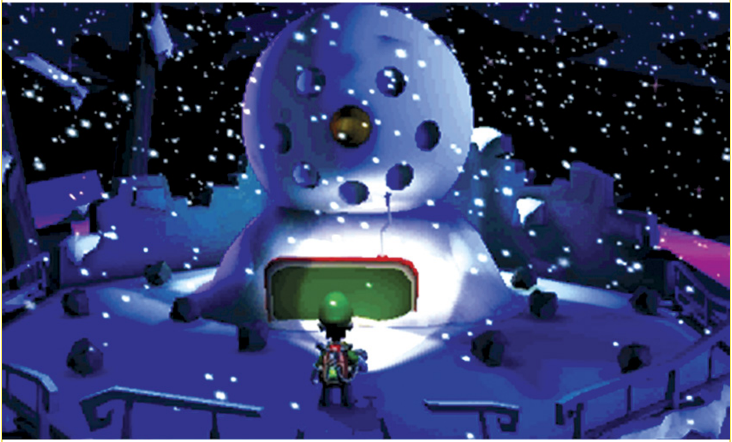
When you reach the bottom of the steps, flash the bats clinging near the top of the west wall, then vacuum the snow mound away from the large spool. Vacuum the knotted fuse at the base of the spool and drag it up the steps. Use the lantern mounted on the north wall to ignite the fuse, then wait for the explosives to detonate.



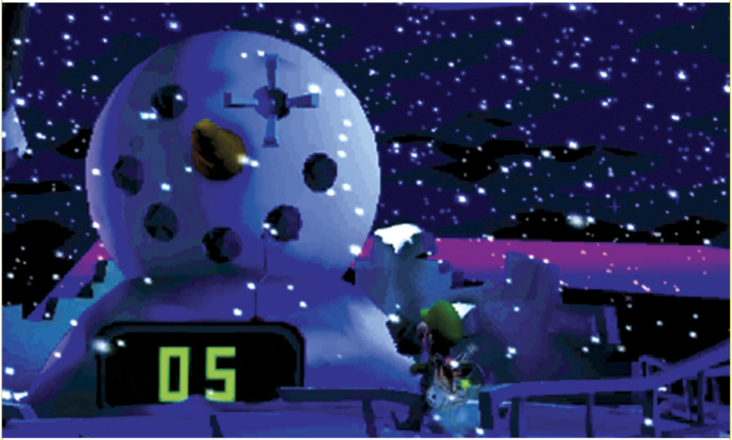
When it's safe, return to the west wall and open the exposed diving bell to find a bonus challenge.

Bonus Challenge: Drift Hall Diving Bell

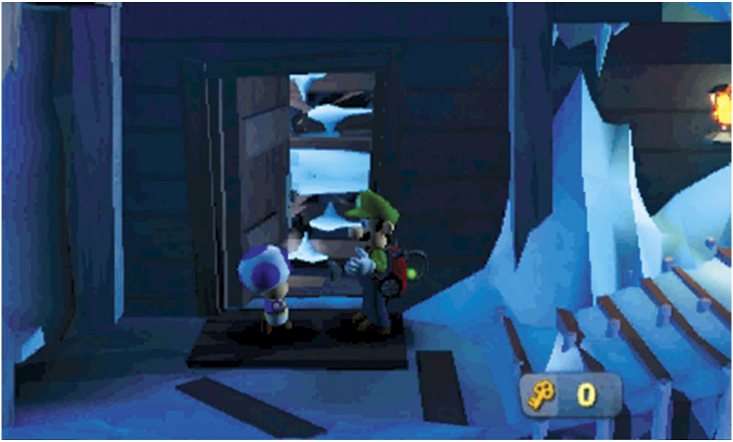
During D-1 Cold Case, the diving bell embedded in the Drift Hall's west wall contains a bonus challenge.



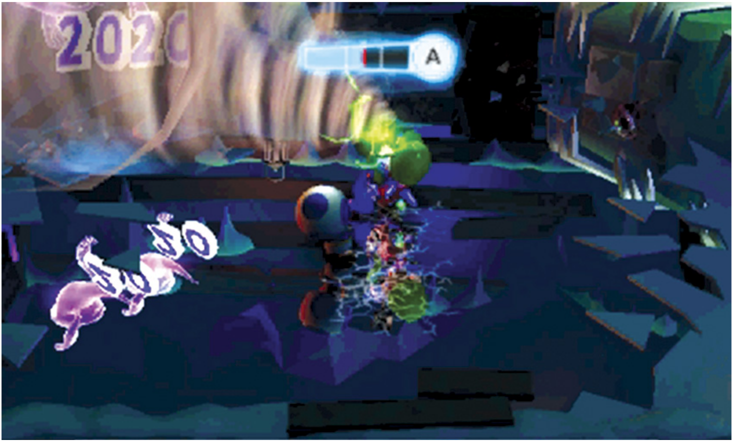
During this challenge, you must place seven pieces of coal on a giant snowman's head within the allotted time. When the challenge begins, vacuum a nearby piece of coal and aim it at one of the slots on the snowman's face. When the targeting reticle appears, hold L to launch the coal into place.



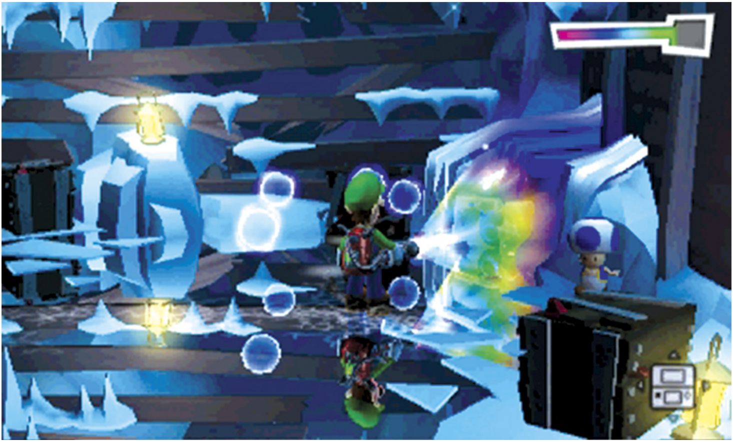
The snowman's nose can deflect your shots, so keep that in mind as you select each target. If you fill all seven slots within the time limit, treasure rains down into the area. Collect all of the loose treasure to complete the challenge and return to the Drift Hall.



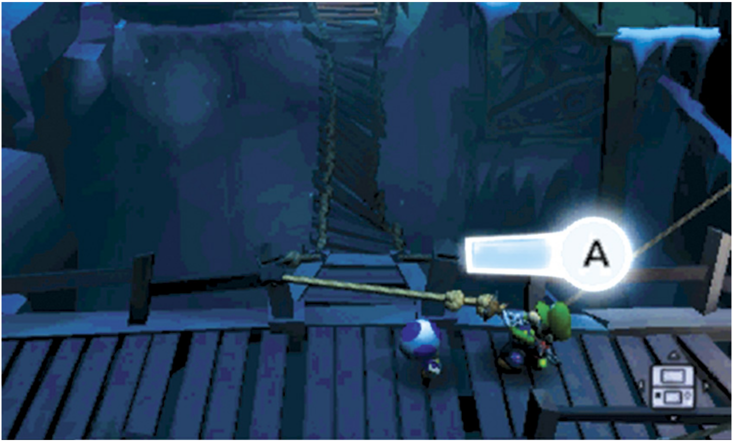
When you're ready, use the door at the bottom of the steps to enter the Basin.



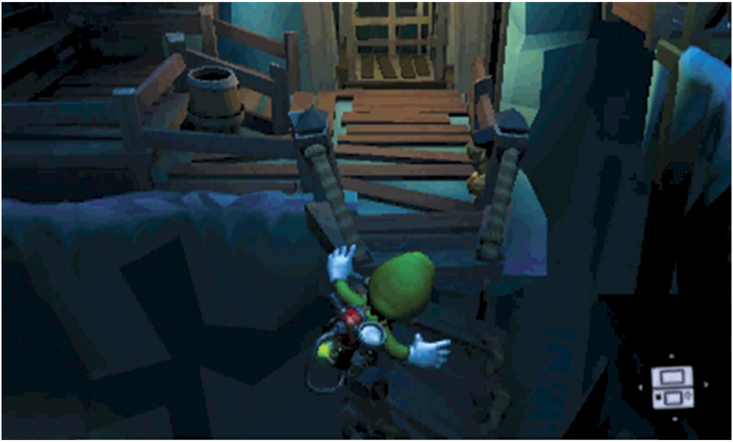
2 When you enter the Basin, there are three Sneakers lurking in the area. When the Sneakers vanish, their reflections can still be seen in the icy floor. Use the reflections to locate the enemies, then capture them as quickly as possible.



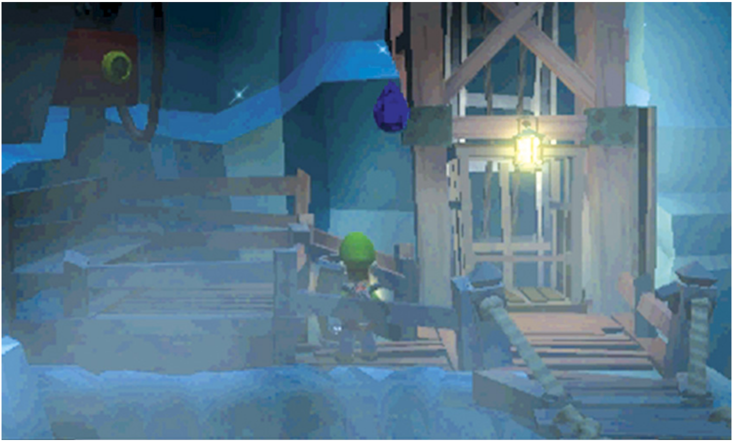
After you capture the Sneakers, use the Dark-Light Device to reveal the bomb near the room's northeast corner. After you capture the Spirit Balls, flash the bomb. After the explosion, flash the gold frogs that emerge from the revealed hole. Calm the Toad and lead him through the door in the west wall.



3 When you return to the Airway, approach the sagging bridge and A-Pull the knotted rope. Use the partially repaired bridge as a tightrope and move across the room.



Make your way across the gap, then A-Pull the knotted rope at the far side of the bridge. Before you return to the Toad, however, take moment to search the area.



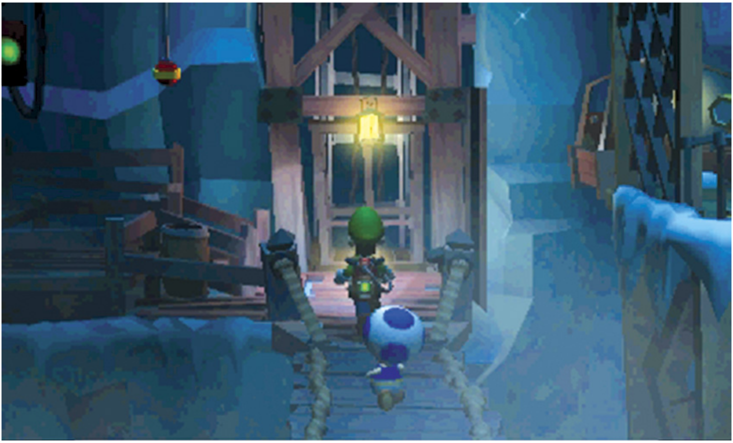
If you used the binoculars earlier, the Drop Sapphire should already be in the nearby barrel. Check the barrel to eject the Gem, then pick it up from the ground. Flash the green circular panel in the northwest corner to activate the Airway cable, then return to the Toad.

Gem Location

After you use the Airway binoculars to find the Drop Sapphire, a bat carries it to the barrel near the elevator. When you return to the Airway, search the barrel to find the Gem.

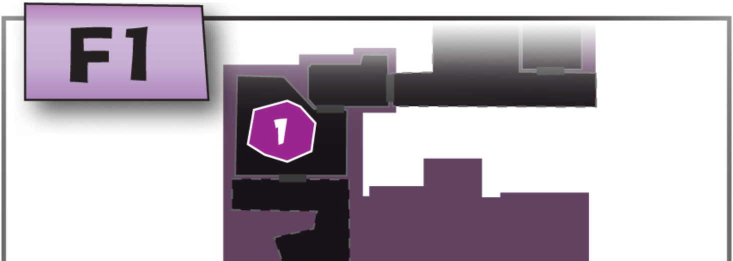
Tip

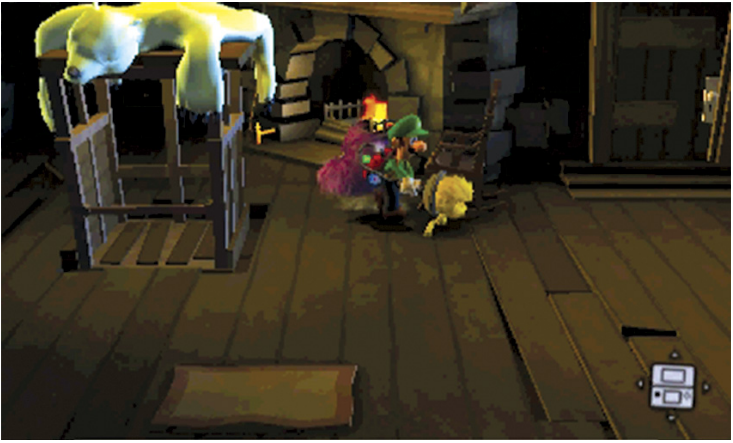
If the Drop Sapphire isn't in the barrel, use the Airway cable to travel straight to the binoculars. Find the Gem on the wall and wait for the bat to move it.



When you're ready, move back across the repaired bridge and regroup with the Toad Assistant. Lead him to the Airway elevator and return to the Chalet.

Rescue the Toad Assistant

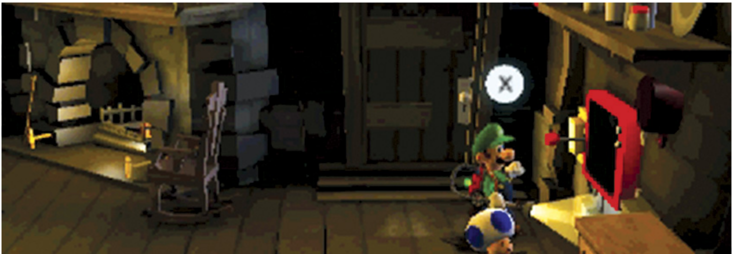




1 The elevator emerges at the center of the Chalet. As you step into the room, look for the strange fuzzballs sleeping near the fireplace. Vacuum the gold fuzzball and launch it across the room and collect the resulting treasure. Repeat the process until the gold fuzzball turns purple.

Tip

Fuzzballs don't do damage, but they do tend to clog the Poltergust. If you're tired of a fuzzball getting underfoot, press L to stun it with a quick blast from the Poltergust.



When you're ready, activate the Pixelator on the east wall to send the Toad out of the area. Answer the Duel Scream to complete the mission and return to the Bunker.

D-2 Hit Rock Bottom

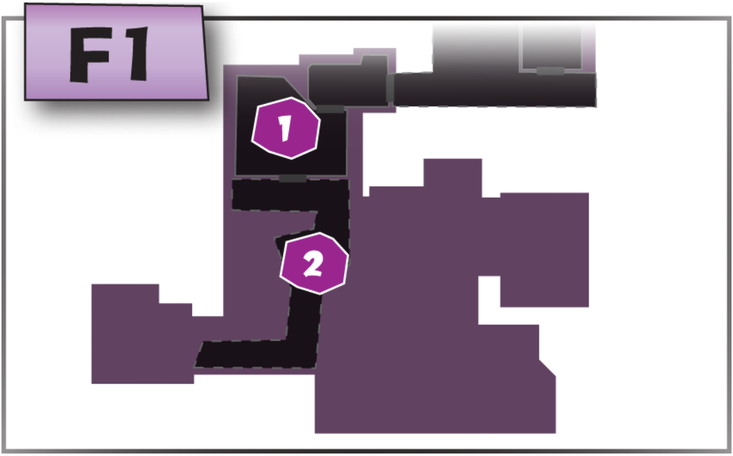
Professor E. Gadd's Mission Description

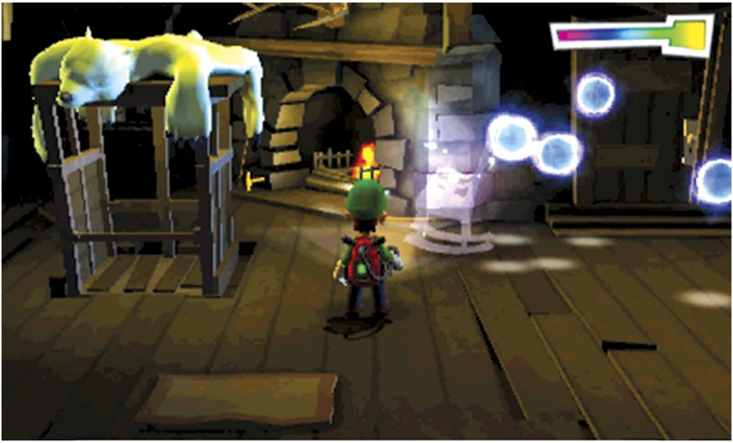
According to the Toad prospector, ghosts—Boos especially—have been very active in the mine. Perhaps the security-camera photo will tell us what they're up to.

Note

When you select this mission, you have the opportunity to examine a security image. Press Ⓑ to continue the mission briefing.

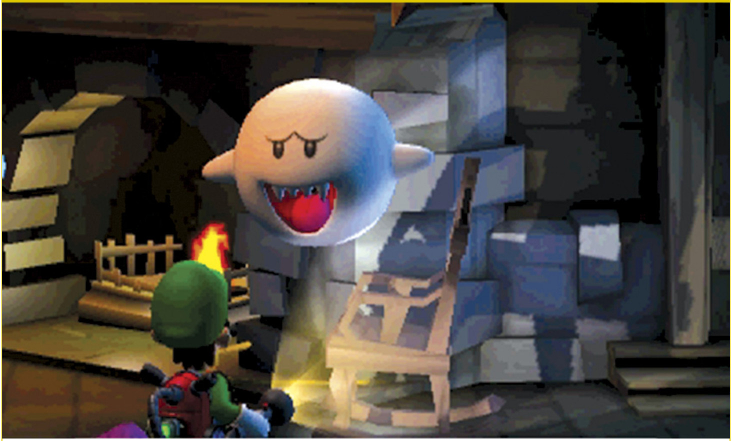
Search for Treasure



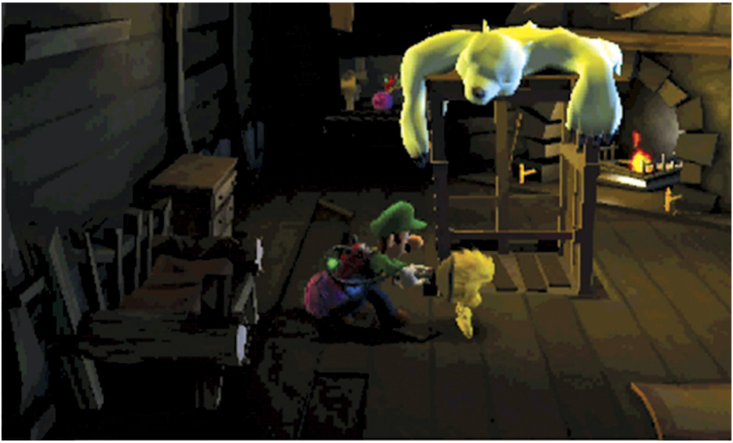


1 When the mission starts, you're transported to the Chalet. Use the Dark-Light Device to reveal the missing rocking chair. When you capture the Spirit Balls, a lurking Boo shows itself.

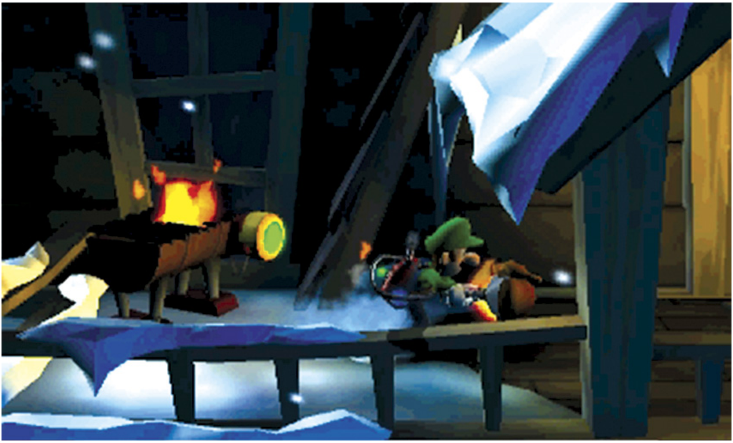
Boo Location



This mission's Boo is hiding in the Chalet. Use the Dark-Light Device to reveal the missing rocking chair near the fire place. After you capture the Spirit Balls, use the established tactics to weaken and capture Booger.



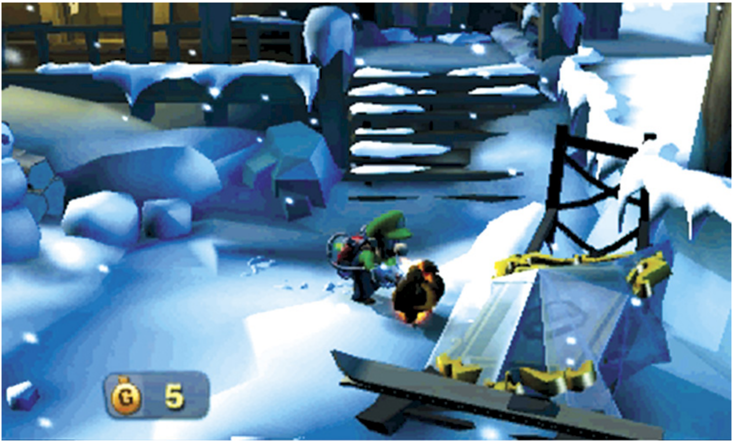
Check the drawers along the west wall to find a gold fuzzball. Launch the fuzzball around the room until it stops dropping treasure. Finish searching the room, then head through the door in the south wall.



2 When you move out to Chalet Approach, vacuum the snow mounds just west of the door. When the path is clear, flash the Strobulb to ignite the grill. Vacuum the flaming turkey down from the grill and carry it along the Chalet Approach.

Note

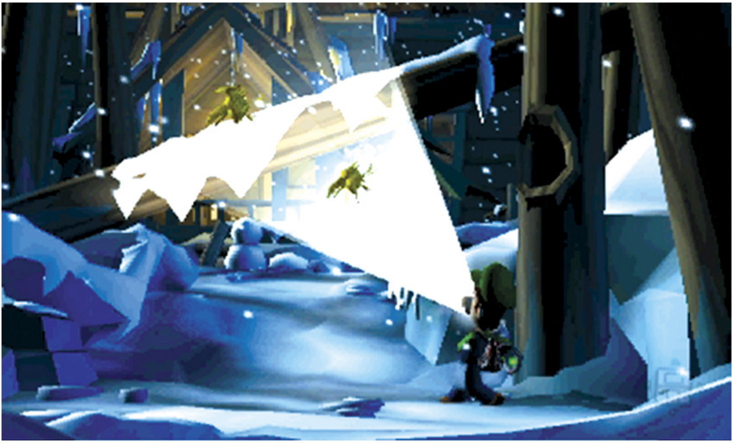
If the turkey falls out of reach, a fresh turkey appears on the grill.



When you reach the bottom of the steps, approach the framed sketch along the east edge of the path. Use the flaming turkey to melt the ice from the sketch, then hold L to clear the turkey from the Poltergust. Use the Dark-Light Device to draw the Pebble Sapphire out of the framed sketch.

Gem Location

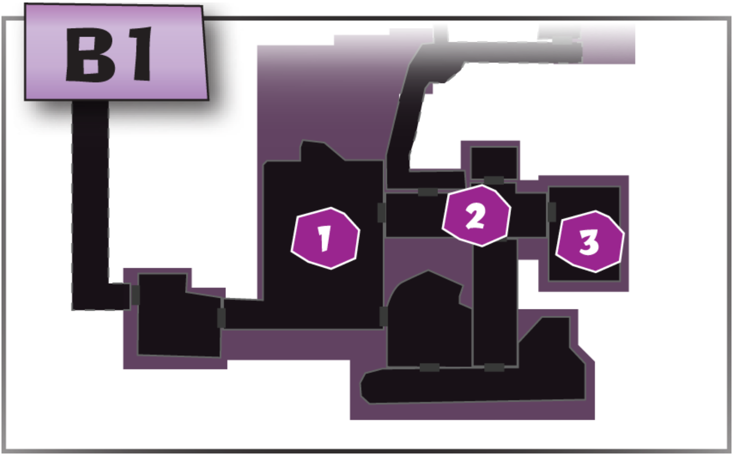
The Pebble Sapphire is in the framed sketch along the Chalet Approach. Ignite the turkey on the grill, then use it to melt the ice from the sketch. Once the ice is gone, use the Dark-Light Device to reveal the Gem.

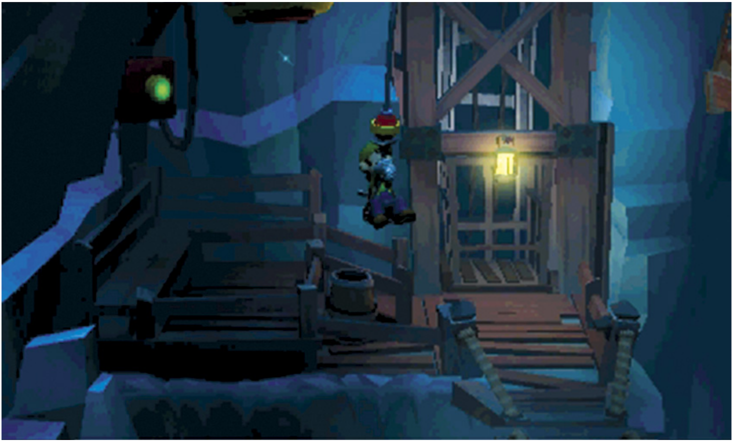


Continue to the south end of the Chalet Approach. Search the tree at the bottom of the hill to reveal some gold crows. Flash the birds and search the nearby chest along the area's south edge. When you're done, follow the path back up to the Chalet.

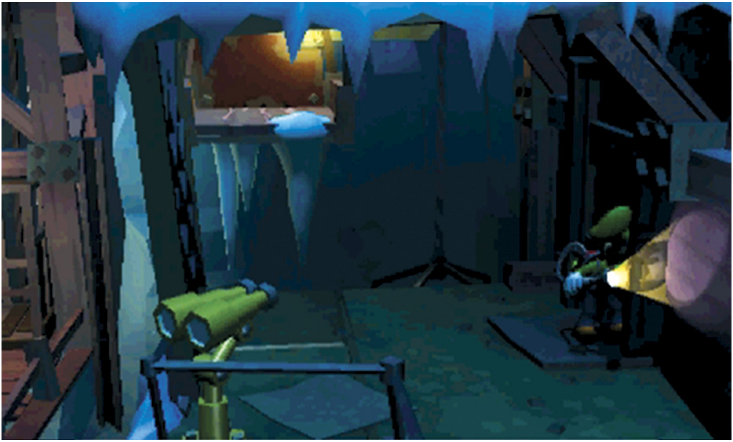
If you've already collected the Round Sapphire and the Trillion Sapphire, there's not much of a reason to search the rest of level F1. Use the elevator to travel from the Chalet to the Airway.

Search Under the Ice

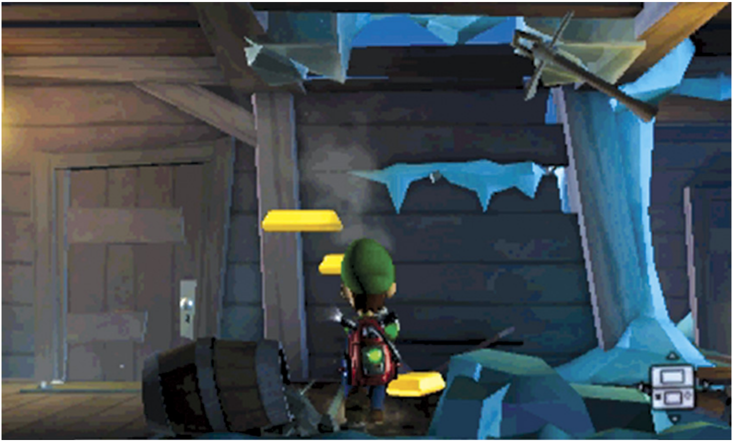




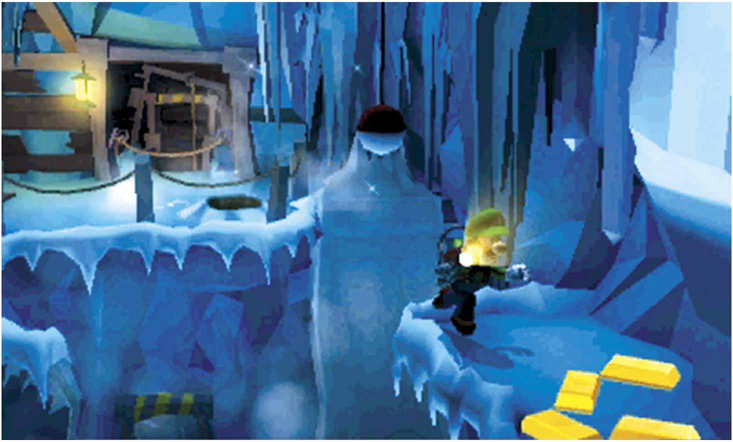
1 When the elevator stops, step into the Airway and flash the panel in the northwest corner. Latch onto the cable and ride up toward the Terminal.



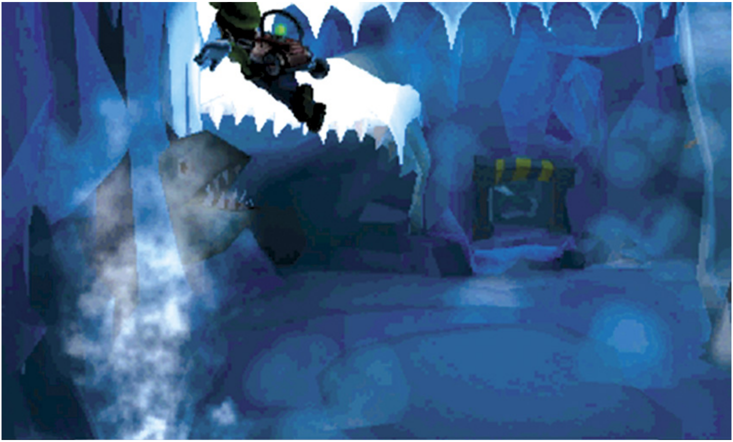
Once you’re over solid ground, release your hold on the cable and head through the door in the east wall.



2 As you move through the Terminal, use the Poltergust to spin the first two pickaxes hanging on the north wall. Spin the pickaxe near the northwest corner, then flash the mice that appear. Spin the pickaxe near the center of the north wall, then vacuum the treasure that's revealed. When you're finished searching the terminal, use the door in the east wall to reach the area Under the Ice.

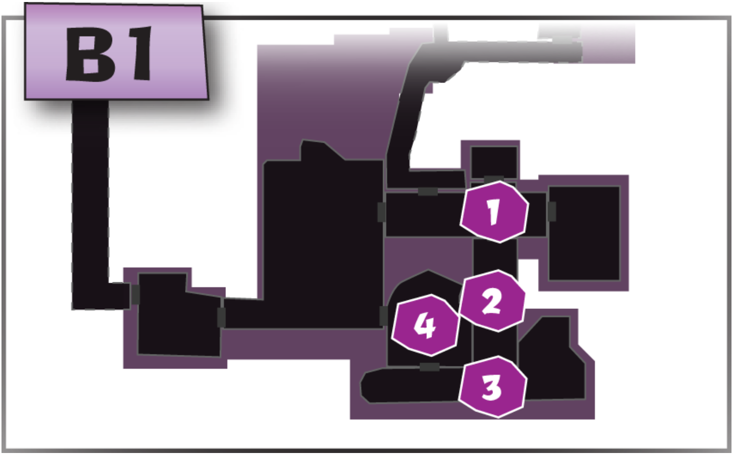


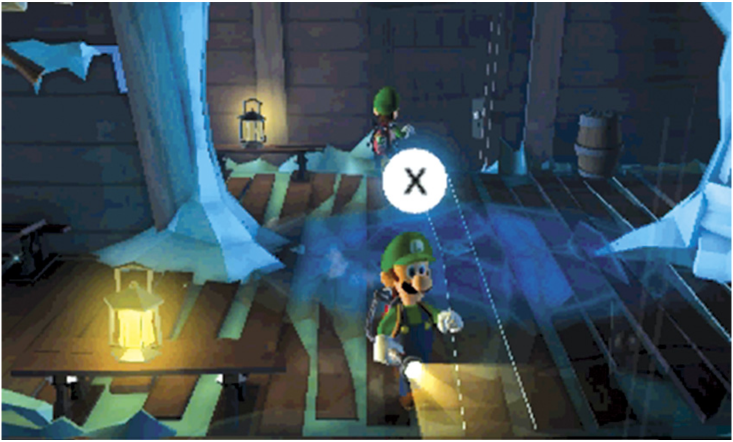
3 Vacuum the snow mound at the end of the ledge, and use the revealed geyser to launch yourself to the gold stashed in the southeast corner. When you're ready, vacuum the nearby bobber to lower yourself to the floor.



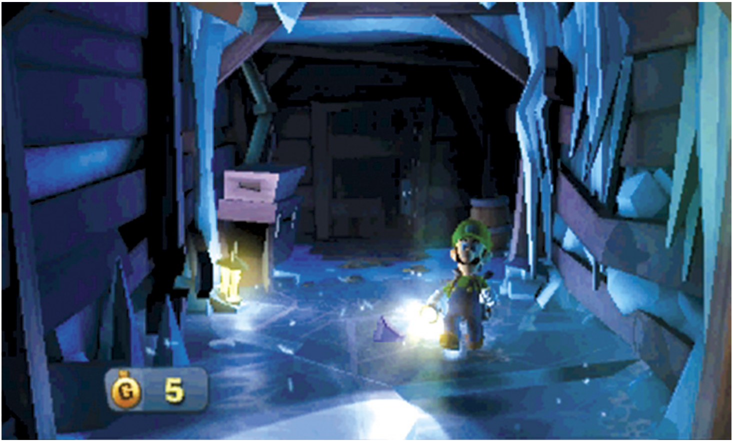
Search the chest under the stairs and A-Pull the bobbers hanging near the west wall. Use the geyser in the southwest corner to return to the ledge. When you're ready, head through the door and back into the Terminal.

Search the Nearby Areas

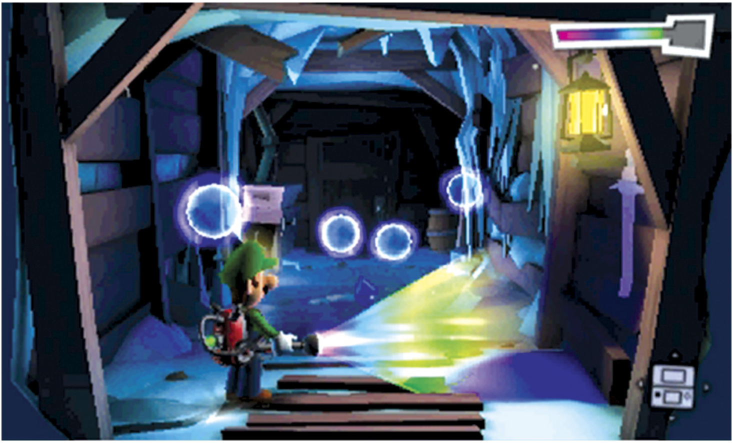




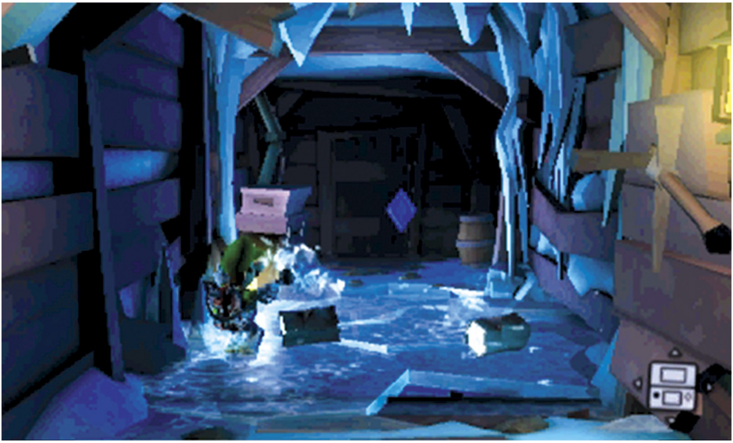
1 Return to the Terminal's large mirror, and use the door to the south to enter the Prospector's Crossing.



2 Search the barrel at the north end of the Prospector's Crossing, then follow the path south. The Rhombus Sapphire is embedded in the ice. Before you can collect it, you must find a way to free it.



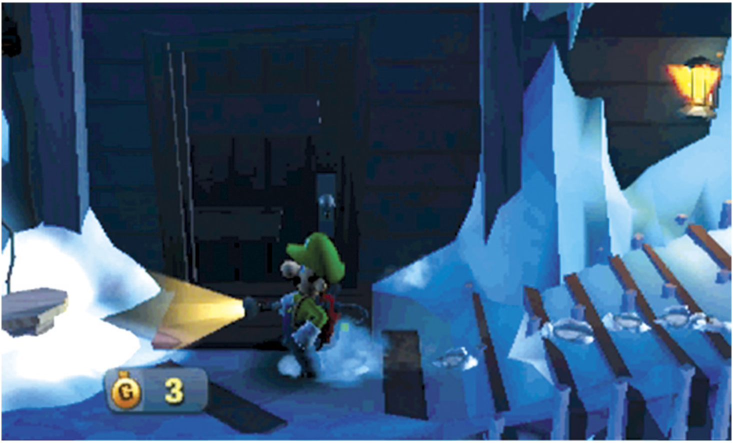
Vacuum the poster in the room's southwest corner, then flash the gold spider that appears. Turn around and use the Dark-Light Device to reveal the missing pickaxe on the east wall. After you capture the Spirit Balls, use the Poltergust to spin the pickaxe until the secret panel slides open.



When the panel opens, two small logs drop to the ground. Vacuum the first log, approach the Gem, and hold L to drop the log on the ice. Grab the second log and move back onto the ice—the extra weight shatters the ice and the Rhombus Sapphire is launched into the air. Wade through the water and collect the Gem at the area's north end. When you're ready, use the door in the south wall to enter the Drift Hall.

Gem Location

The Rhombus Sapphire is embedded in the ice at the center of the Prospector's Crossing. Use the Dark-Light Device to reveal the missing pickaxe in the room's southeast corner, then spin the pickaxe to reveal two logs. Move both of the logs onto the ice to free the Gem.



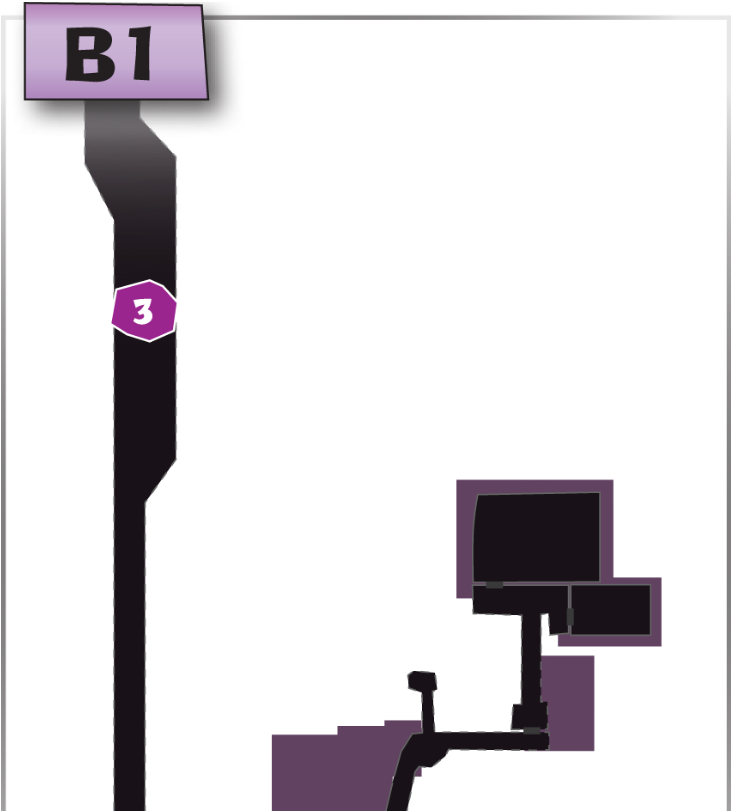
3 When you enter the Drift Hall, conduct a quick search of the area. Flash the bats near the northeast corner and search the chest along the east wall. Kick the barrel at the top of the steps and vacuum the loose treasure on the nearby beam. When you reach the bottom of the steps, flash the bats clinging near the top of the west wall and collect the resulting treasure before continuing to the Basin.

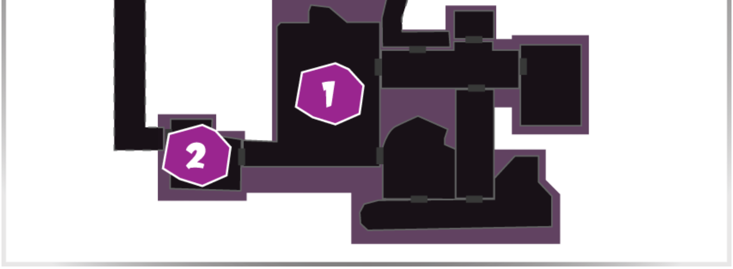
Note

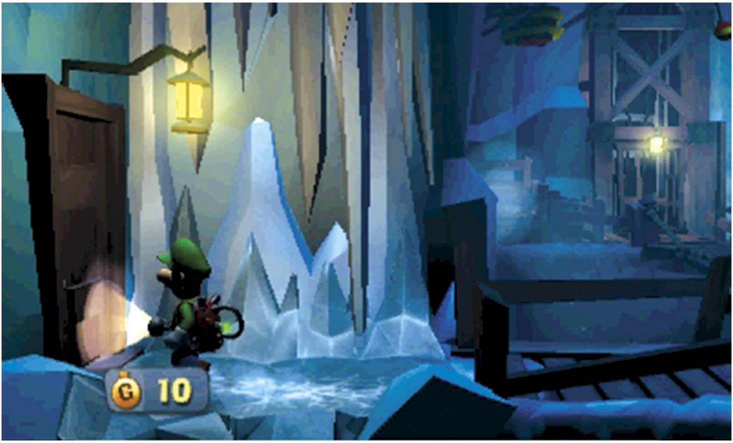
Although you can use the explosives to blast through the west wall, the hidden diving bell doesn't contain anything of value during this mission.

4 Search the crates scattered around the Basin, then use the door in the northwest corner to return to the Airway.

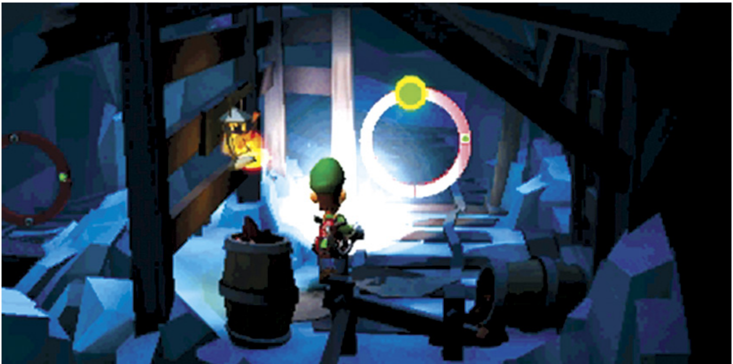
Search the Skip Slope



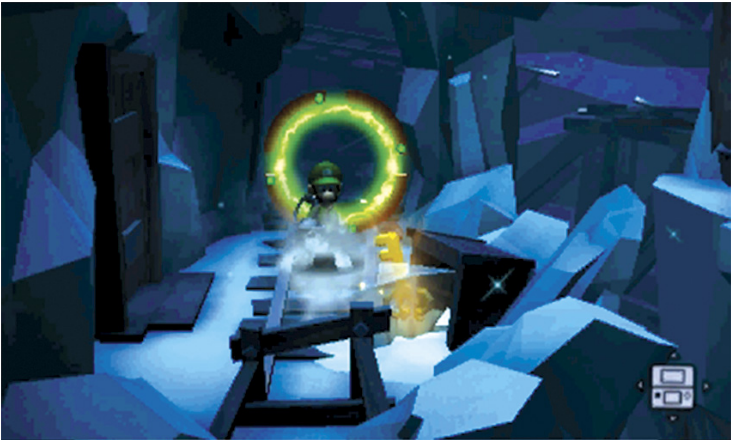




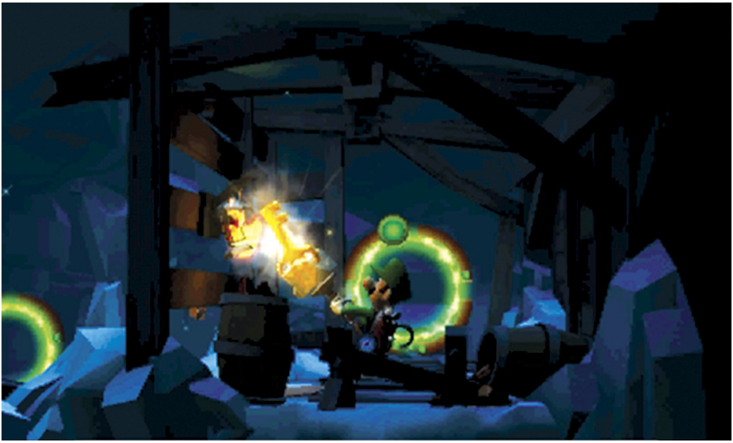
1 Follow the walkway along the south edge of the Airway. As you approach the end of the guardrail, flash the gold crow perched on the last post. Head through the door in the southwest corner to find the Crossroads.



2 When you enter the Crossroads, search the nearby barrels and use the Strobulb to activate the E-Gate to the north. When the cinematic ends, step through the E-Gate to transport yourself to the ledge along the area's west wall.



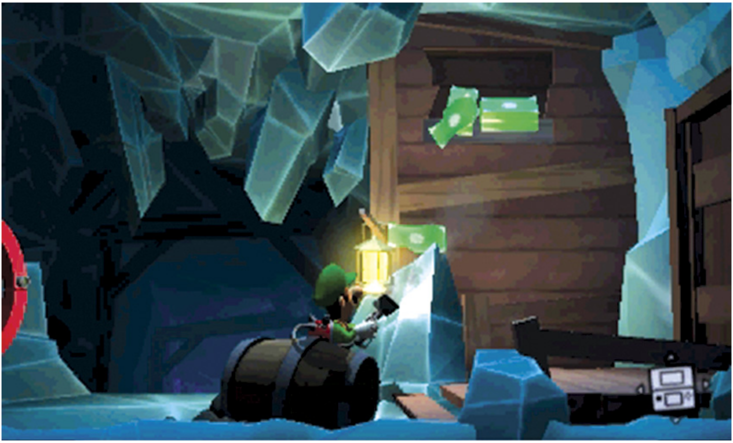
Vacuum the snow mound on the west ledge to find a Key encased in a block of ice. Vacuum the Key and use the E-Gate to travel back to the east ledge.



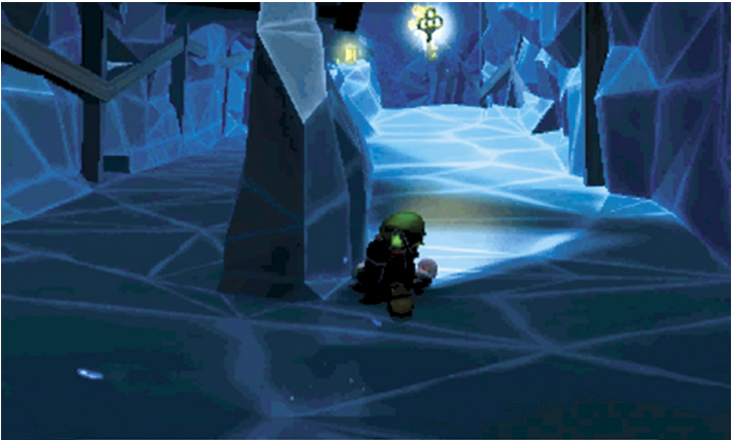
Use the lantern on the room's east ledge to melt the block of ice. Collect the loose Key, then step back through the E-Gate and unlock the door in the west wall. Head through the door and enter the Skip Slope.

Key Location

Vacuum the snow mound on the Crossroads' west ledge, then carry the frozen Key through the E-Gate. Use the lantern on the east ledge to free the Key from the ice.



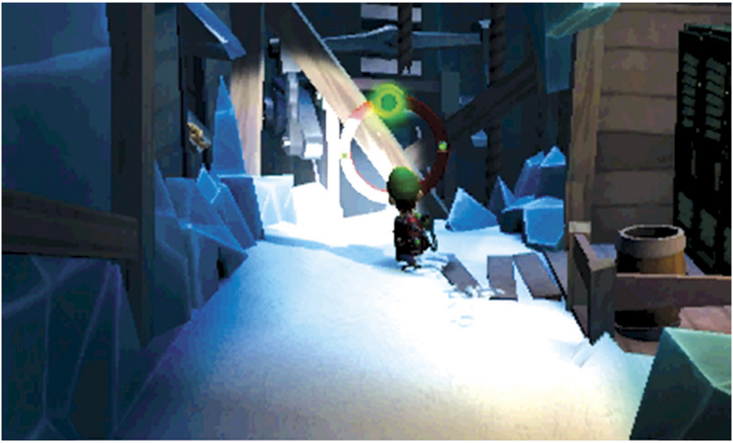
3 Search the barrel at the top of the Skip Slope, then vacuum the poster hanging near the door. Vacuum the treasure stash down from the opening, then move onto the decline to begin your slide.



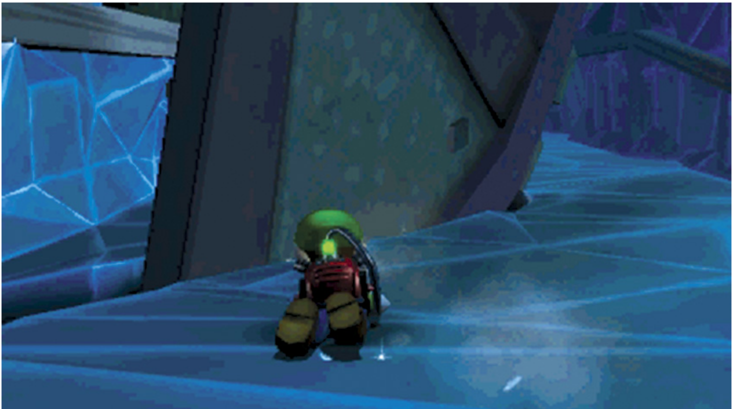
As you slide down the hill, steer into the snow mounds to uncover hidden items. When you spot the first fork in the path, veer right to grab the Key floating near the east wall.

Key Location

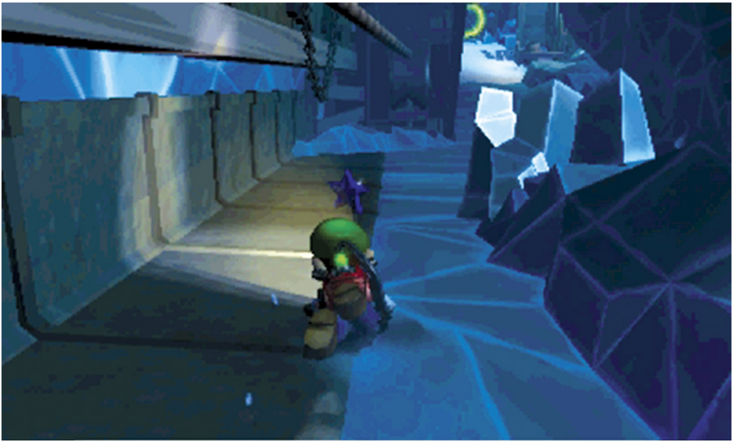
There's a Key floating near the Skip Slope's east wall. Veer right at the first fork in the path to grab the Key on your way down the hill.



When you reach the bottom of the Skip Slope, Flash the E-Gate on the north wall. Wait for the E-Gate to activate, then use it to return to the top of the hill.



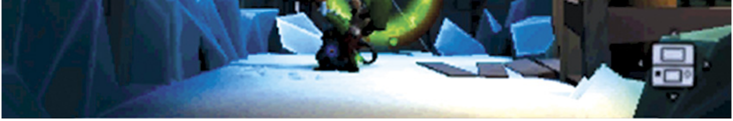
Make a second run down the Skip Slope. This time, stay to the left. Watch for the large wheel protruding from the west wall. As the wheel spins, a gap intermittently provides access to a hidden area. Hold L to slow your decent and watch for the gap in the wheel. Use the Poltergust to adjust your speed so that you reach the wheel just as the gap moves into place.



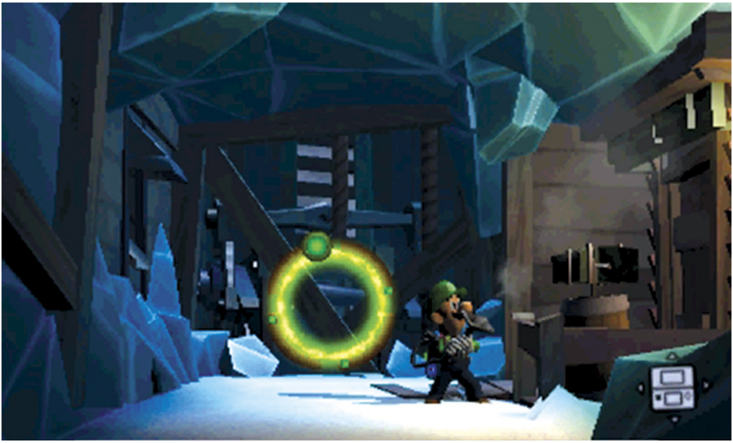
After you slip through the wheel, move to the center of the path to scoop up the Star Sapphire on your way through the area.

Gem Location

The Star Sapphire is located near the Skip Slope's west wall, just past the large wheel. Time your approach so that you slip through the gap in the wheel, then grab the Gem as you continue down the hill.

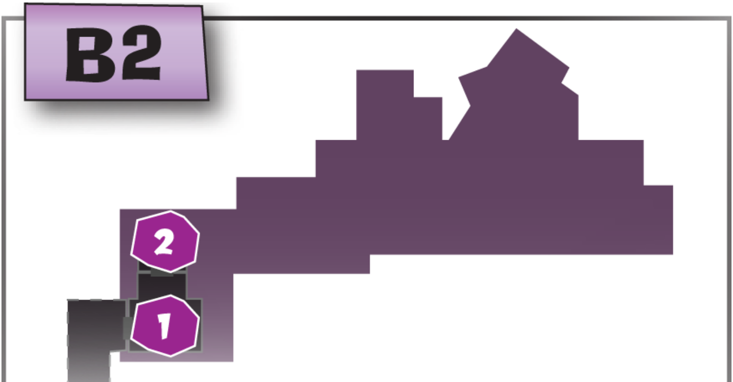


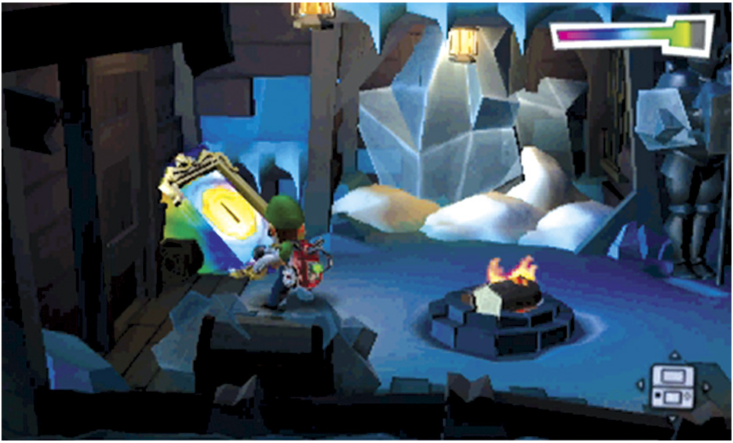
Once you've collected the Key and the Star Sapphire, you're ready to move on. A-Pull the knotted rope on the west wall to reveal a bucket. After a moment, the bucket slides along the ground and crashes into a wall. When this happens, flash the gold mouse that's revealed in the impact.



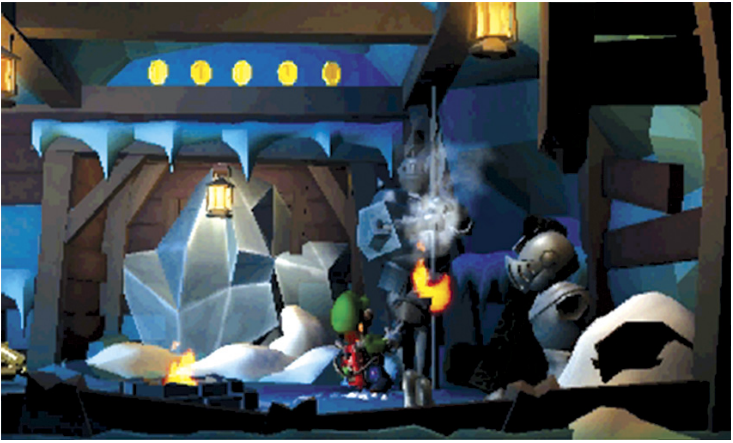
Search the barrel near the east wall to reveal a hidden rotor. Vacuum the rotor until the nearby panel slides open to reveal a door. When you're ready, unlock the door and continue to the Smuggler's Hideout.

Reach Level B3

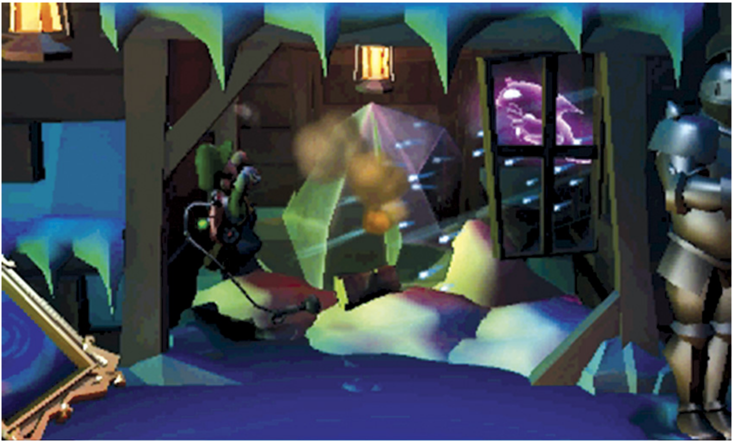




1 When you enter the Smuggler's Hideout, vacuum the painting near the west wall to reveal a framed sketch. Use the Dark-Light Device to draw the treasure out of the sketch, then vacuum the snow mound in the southeast corner. Open the revealed chest, then continue your search of the area.

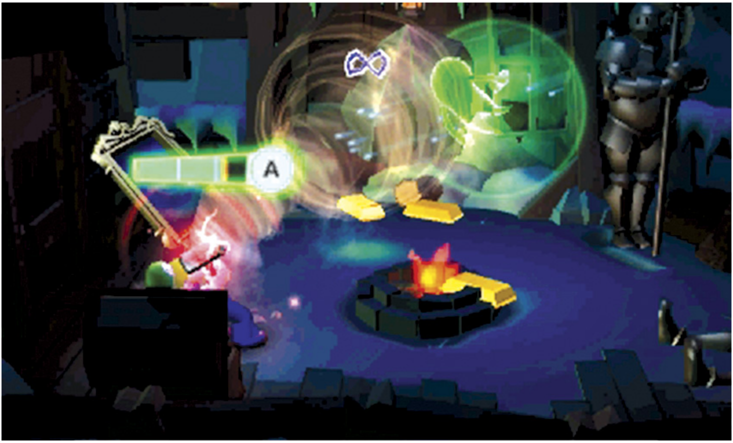


Vacuum a log from the fire pit and approach the pike-wielding suit of armor. Without standing directly in front of it, use the log to melt the ice from its arms. When the pike-wielding armor is free, it thrusts its weapon straight ahead, ripping the helmet from the second suit of armor. Clear the log from the Poltergust and flash the gold bats as the fly into the open.

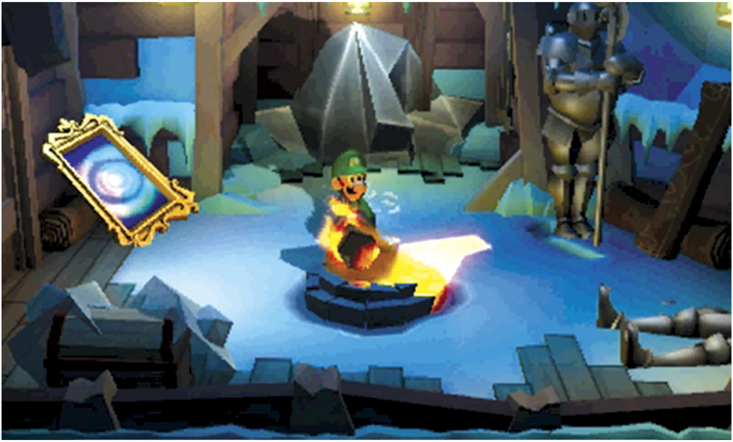


Vacuum the treasure down from the beam, then pick the burning log back up. Melt the ice from the chest in the southwest corner, then open the chest and collect its contents. When you're ready, use the log to melt the ice along the north wall. As you do, a Sneaker and two Greenies burst in through the nearby window.

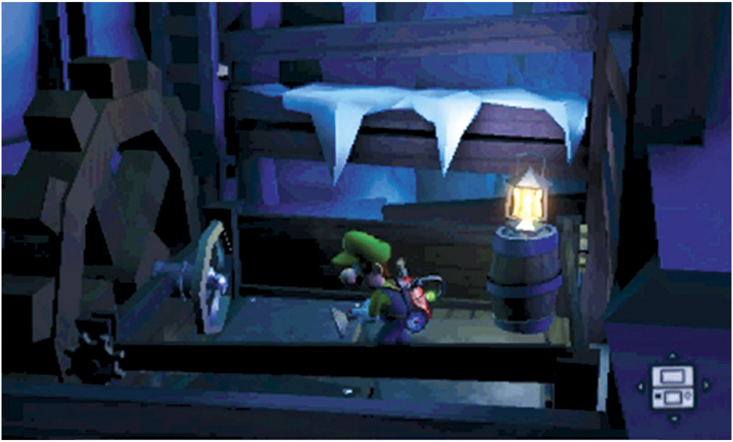
While you recover from the scare, one of the ghosts usually tries to grab the log. The log can block your Strobulb flashes, so try to stun any ghosts that move toward it.



If you move quickly, you should be able to flash the Sneaker and one of the Greenies as soon as you recover. If not, move to a corner and watch the snow on the floor for signs of movement. Look for the trails left by the Sneaker, and flash ghosts that come into range. When you latch onto the shielded Greenie, use a suitably charged A-Pull to break its defenses.



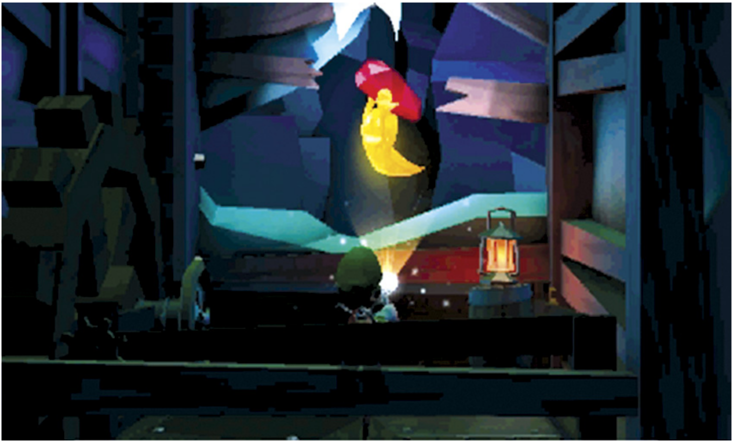
After you capture all three ghosts, you must finish melting the ice. The wind blowing through the window will extinguish any flame in its path. Use the Poltergust's blower mode to force the window closed, then vacuum the log and carry it to the fire pit. Use the log to melt the rest of the ice, then head through the door to enter the Shaft.



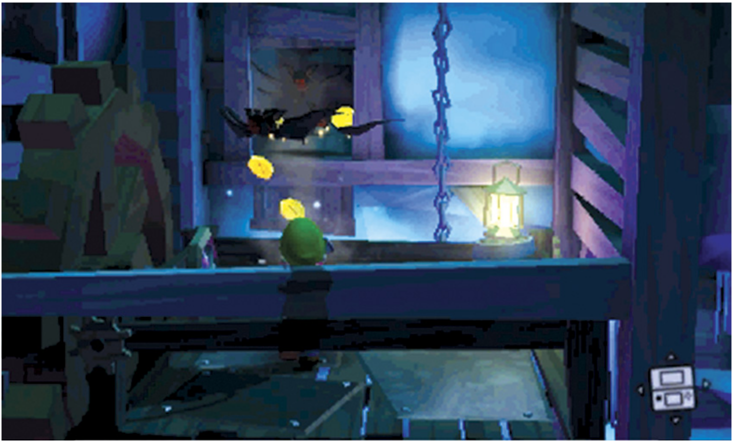
2 To travel through the Shaft, you must spin the small wheel mounted near the platform's west edge. When you're ready, hold L and use the Poltergust's blower mode to lower the platform.

Note

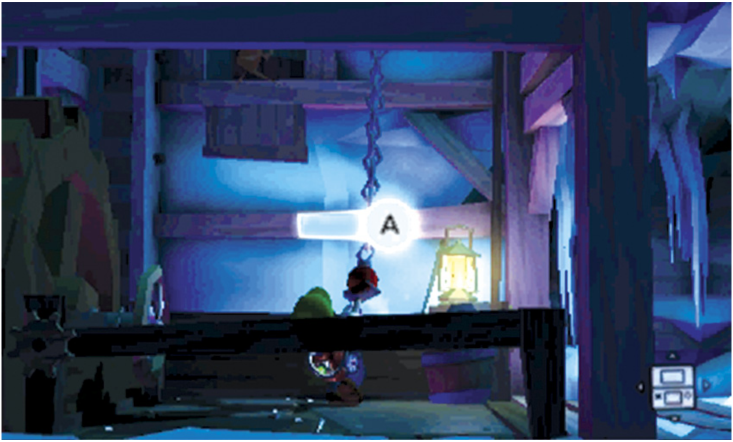
When you need to raise the platform, hold R and vacuum the small wheel.



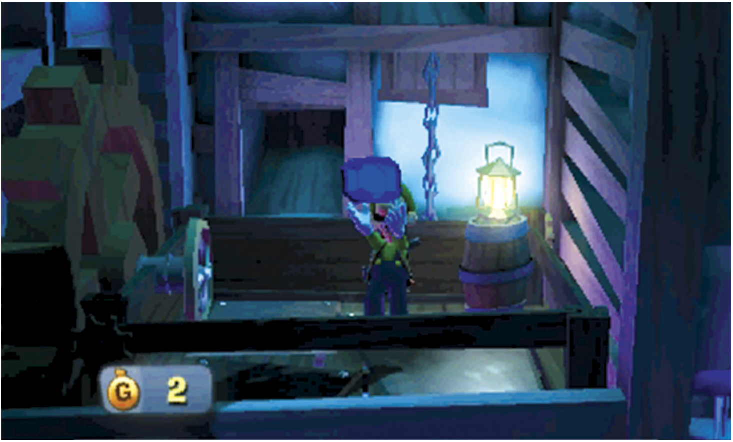
As you move down the Shaft, vacuum any treasure you find along the way. When you reach the large hole in the north wall, watch for the ghosts moving through the background. As the platform reaches the bottom of the hole, a Gold Greenie moves into range. Flash the ghost and latch on before it can escape.



After you capture the Gold Greenie, continue down the Shaft. When you reach the tattered cloth, stop the lift and vacuum the cloth from the wall. Flash the bats that fly out of the opening, then collect the resulting treasure. When you're ready, continue to the bottom of the Shaft.



When you reach the ground, A-Pull the chain hanging along the north wall—this opens a small chute above you. Vacuum the small wheel to raise the platform back up along the Shaft.

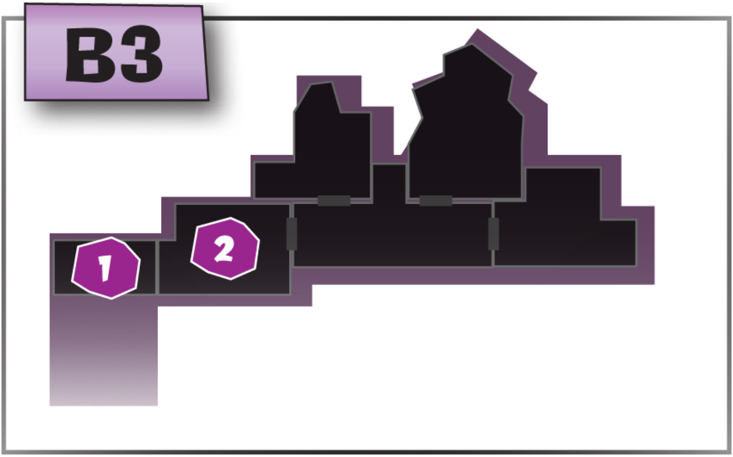


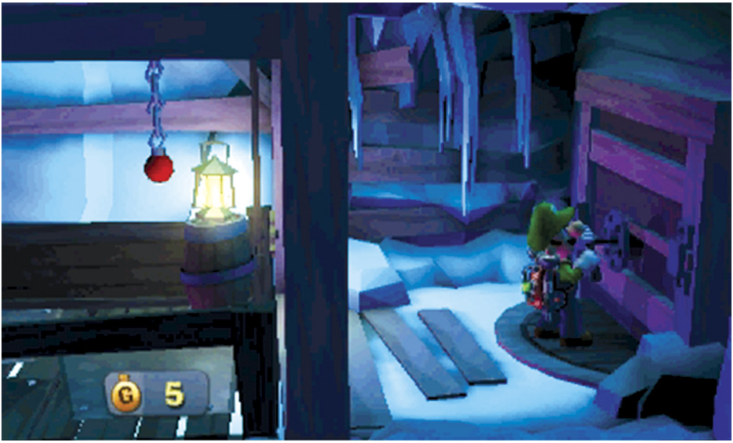
When you reach the top of the chain, collect the Octagon Sapphire from the open chute. When you're ready, take the platform back to the bottom of the Shaft and explore level B3.

Gem Location

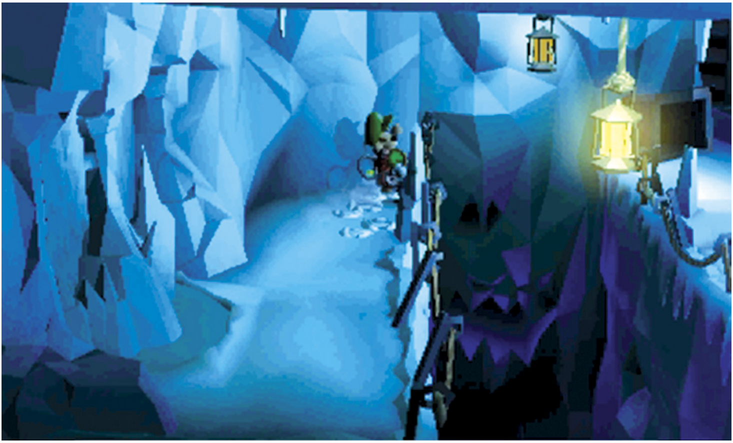
A-Pull the chain at the bottom of the Shaft, then move back up the Shaft and collect the Octagon Sapphire from the open chute.

Reach the Deep Hall

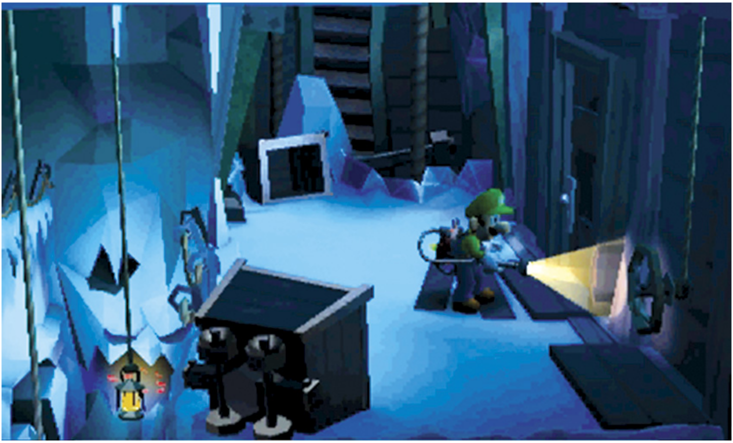




1 When you're ready to leave the Shaft, vacuum the snow mounds near the east wall and turn the crank to activate the rotating panel.

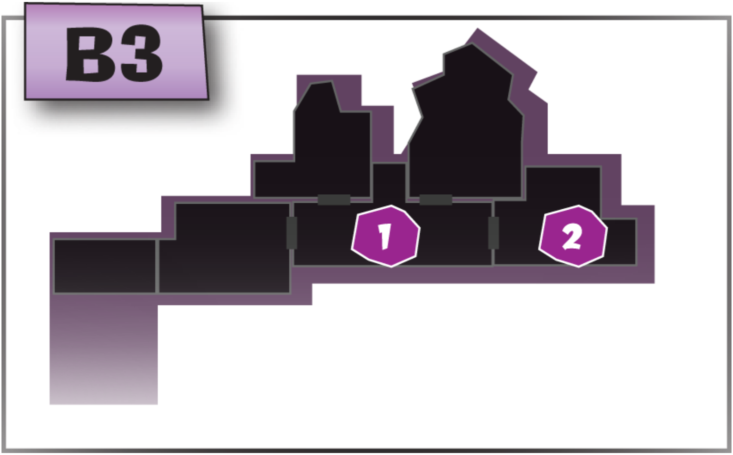


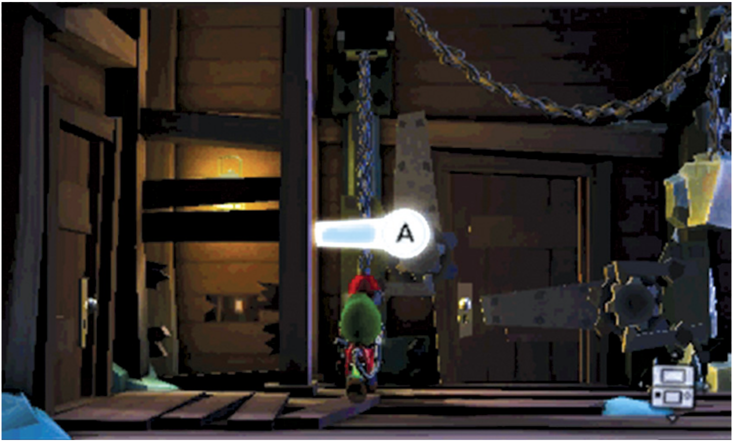
2 You emerge from the Shaft to find the Coward's Chasm. When you recover, move to the north wall and slide to the east. When you do, you pass behind a large mirror that makes the gap look impassible.



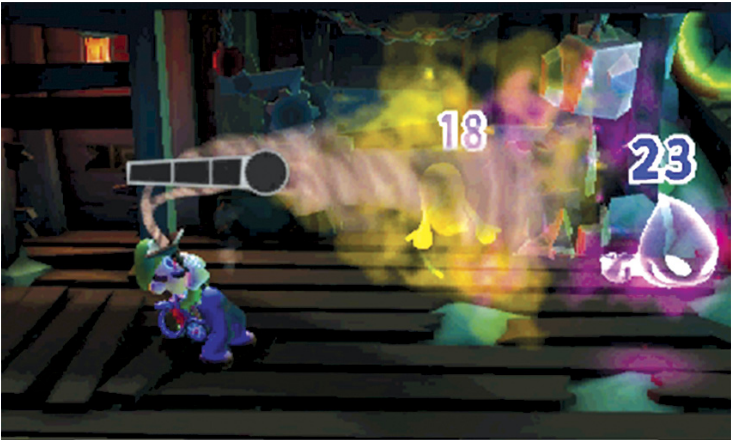
Use the Poltergust's blower mode to spin the wheel in the room's southeast corner. As you do, the lantern at the center of the room is lowered into the cavern. Place the lantern in front of the larger hole reflected in the mirror. The light wakes up a group of gold bats. Wait for the bats to fly up to the ledge, then flash them before they escape. When you're ready, open the door in the east wall and continue to the Deep Hall.

Open the Cinder Mine





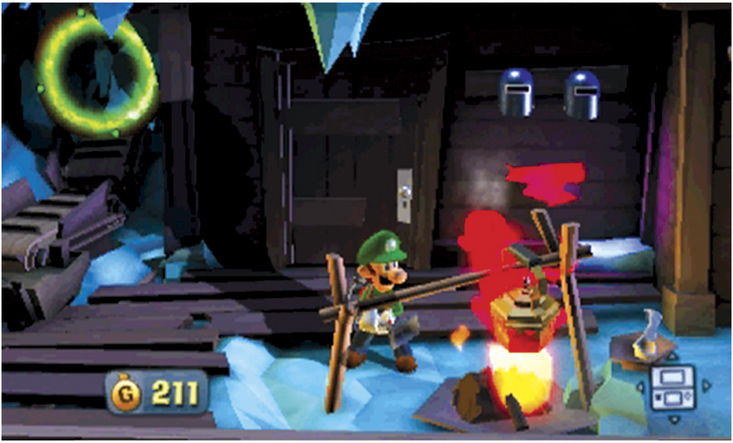
1 When you enter the Deep Hall, Professor E. Gadd calls on the Duel Scream. After you answer the call, move to the large door near the room's northwest corner. A-Pull the nearby chain to raise one of the two bars blocking the door. The second chain is encased in ice, and can't be pulled at this time. Slide a few steps toward the west wall and use the nearby hole to peek into the Cinder Mine.



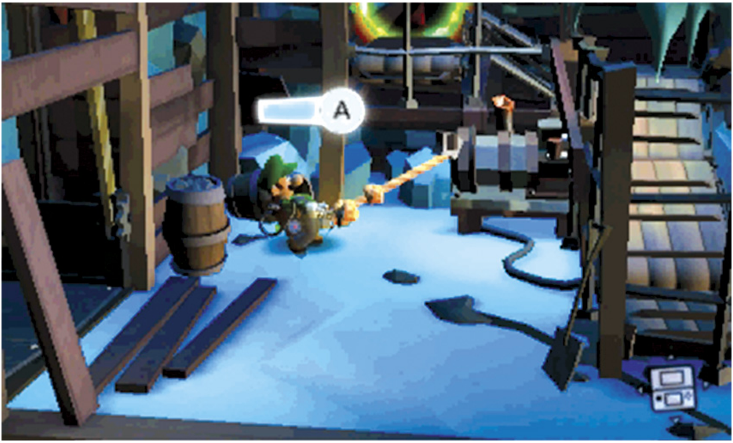
When you back away from the hole, a Sneaker trips you and Gold Greenie enters the Deep Hall. As soon as you recover, stun the ghosts—if you move quickly, you should be able to catch them both with a single flash. Latch on and capture the gloating enemies for a nice reward.

Note

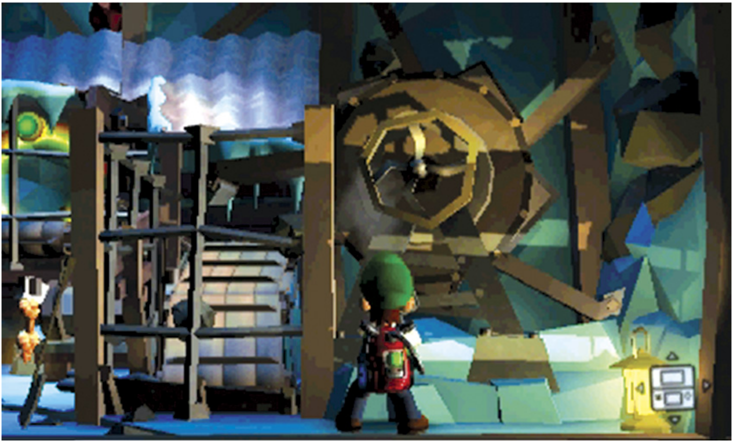
The Gold Greenie only appears after you peek into the Cinder Mine.



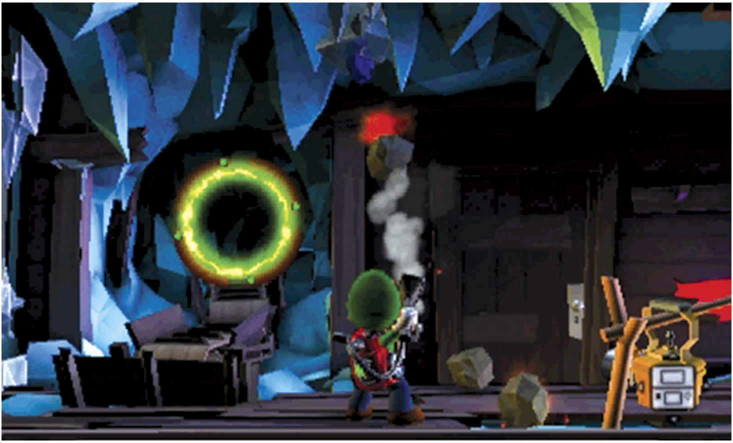
Move to the east side of the Deep Hall and search the rest of the area. Use the glowing hole in the north wall to peek into the Crystal Chamber, and use the Poltergust to hold the teakettle over the flame. After the water boils, some Hearts pop out of the spout. When you're ready, use the door in the east wall to enter the Pit Mine.



2 When you step into the Pit Mine, use the Poltergust's blower mode to spin the small wheel mounted on the platform. When the platform reaches the ground, move over to the motor near the area's northeast corner. A-Pull the knotted rope to start the conveyor belt, then head over to the Pit Mine's southeast corner.



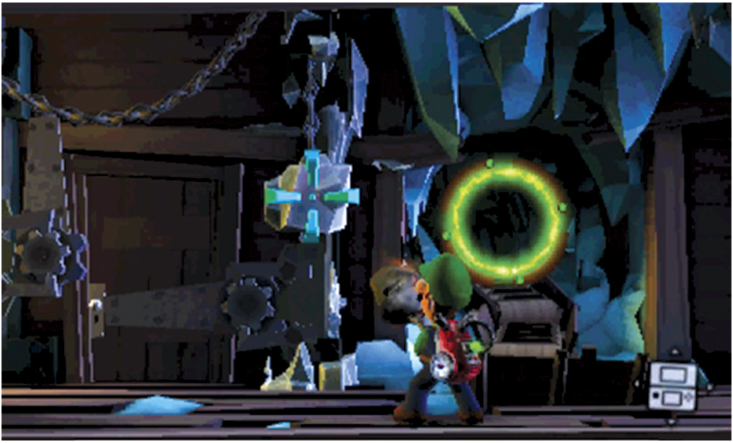
Vacuum the paddle wheel until a few chunks of coal drop onto the conveyor belt. Search any remaining items, then use the lift to return to the Deep Hall.



Move to the conveyer belt near the center of the Deep Hall. Vacuum a piece of coal from the end of the belt, then use the nearby fire to ignite the coal. Stand between the conveyor belt and the fire, then look for the Gem embedded in the ceiling. When the targeting reticle appears, launch the ember into the ceiling to free the Oval Sapphire.

Gem Location

The Oval Sapphire is stuck in the Deep Hall ceiling. Stand between the conveyor belt and the nearby fire, then look up to see the Gem frozen in a block of ice. After you move coal from the Pit Mine to the Deep Hall, launch a burning ember up to the Gem to free it from the ceiling.

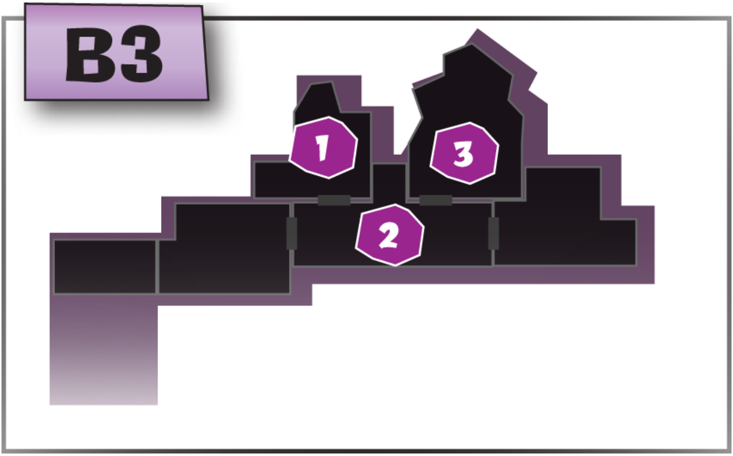


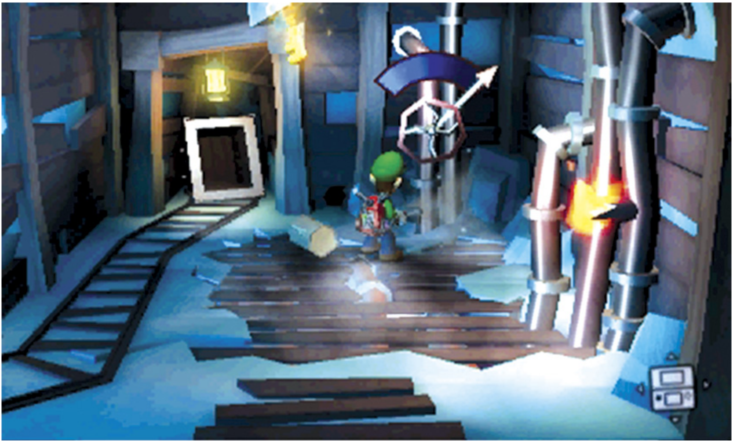
Grab a second piece of coal and light it on fire. Move to the frozen chain outside the Cinder Mine door and launch the ember into the block of ice. After the ice melts, A-Pull the chain to unlock the Cinder Mine door.

Note

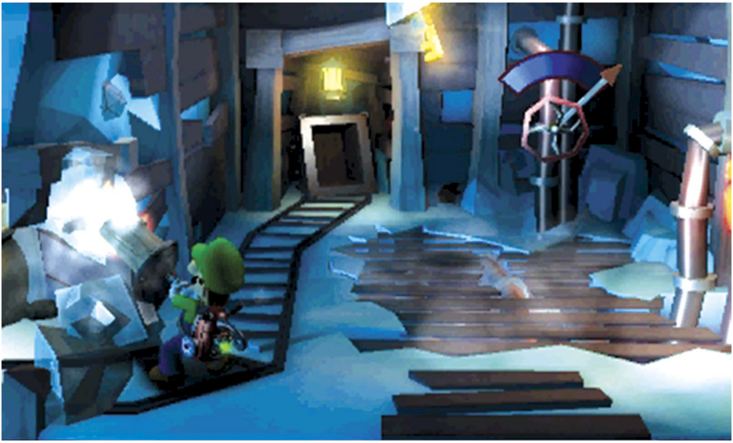
If you run out of coal, return to the Pit Mine and place a few more chunks onto the conveyor belt.

Reach the Crystal Quarry

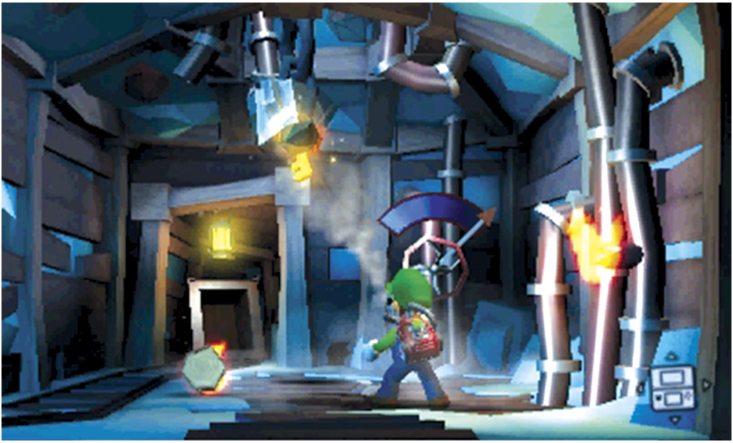




1 Flash the mice scurrying around the Cinder Mine, then vacuum the valve near the room's northeast corner. When the valve is completely open, a small flame erupts from a nearby pipe. Vacuum the log near the north wall and hold it up to the flame.



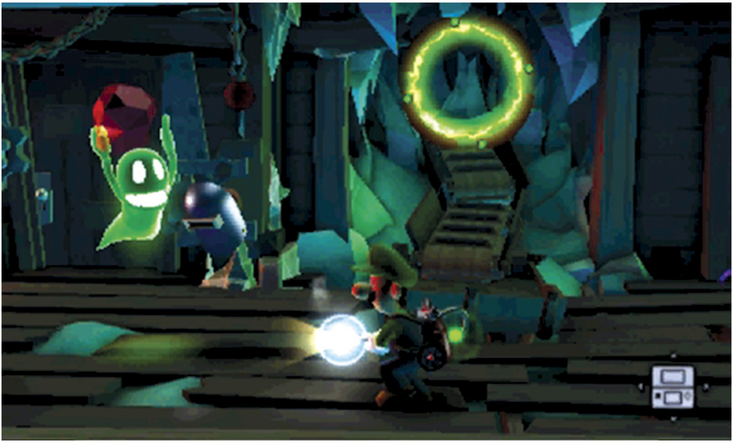
There's a Key stuck to the Cinder Mine ceiling. Before you can collect it, you must melt the ice holding it in place. The burning log is too heavy to reach the ceiling, but it does allow you to clear the ice in the room's southwest corner. When the ice melts, move into the exposed area to find two sacks of coal.



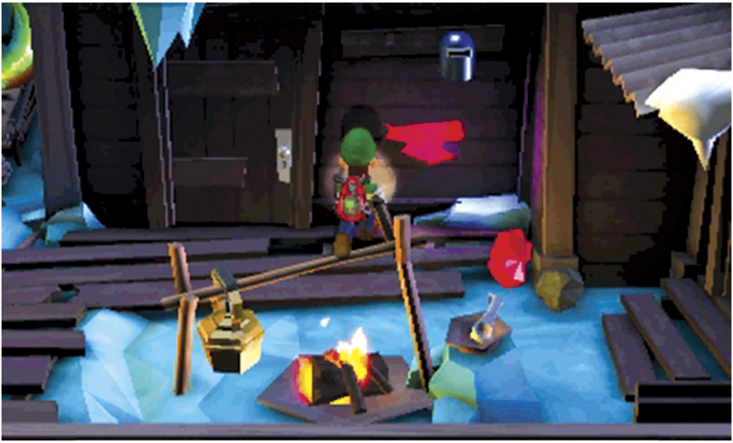
Search one of the sacks to produce a piece of coal. Carry the coal to an open flame, light it, then launch it up to the Key. After the ice melts, collect the Key from the floor.

Key Location

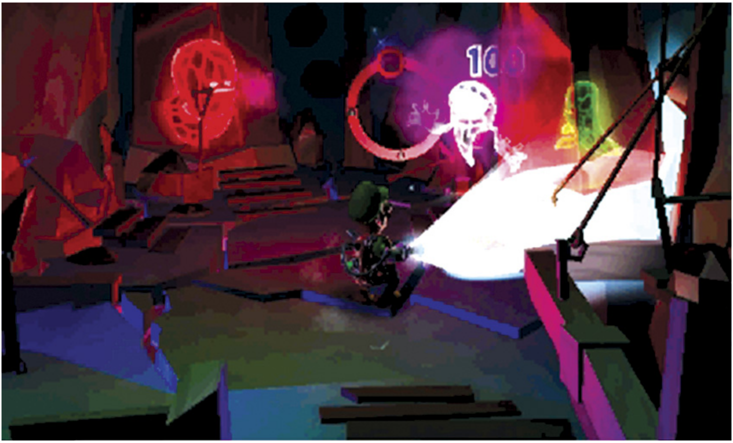
Melt the ice in the Cinder Mine's southwest corner, then retrieve some coal from one of the revealed sacks. Ignite the coal, then launch the ember up to the frozen Key.



2 After you collect the Key, return to the Deep Hall. Two Greenies have appeared in the area, and both of them are using special equipment to protect themselves. One Greenie is holding a crystal in front of its face, while the other Greenie is wearing a welding mask. Flash each enemy as it peeks out from behind its protection to disarm it, then use the standard methods to capture the vulnerable Greenies.



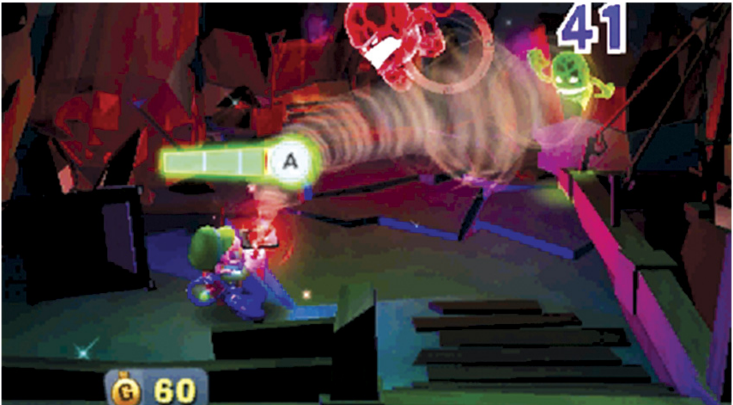
When the room is clear, use the Key to unlock the door to the Crystal Quarry. When you're ready, head through the door to trigger a cutscene.



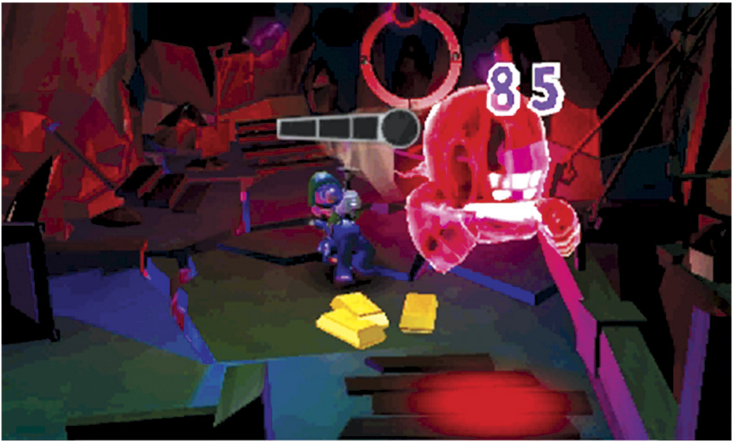
3 When the cutscene ends, approach the crystal near the west wall to draw the encased Strong Sneaker out of hiding. Flash this enemy as soon as it reveals itself, then latch on with the Poltergust. Perform A-Pulls to wear the ghost down until you capture it.

Note

If you prefer, you can examine one of the other crystals to kick of the encounter with a different opponent. However, this means that the Strong Sneaker will enter the battle with an ally.



After you capture the Sneaker, the Strong Slammer and the Strong Greenie break out of their crystals. If you can't manage to get both ghosts with a single flash, focus on the Strong Greenie first—it's by far the weaker of the two.



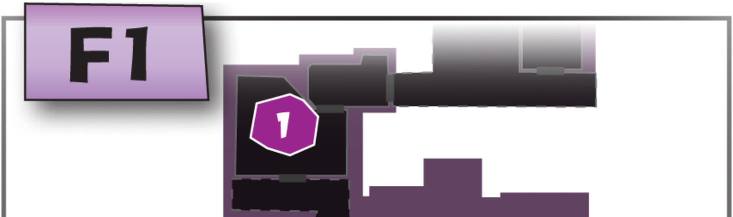
The strong Strong Slammer is extremely durable! After you stun this ghost, latch on and perform fully charged A-Pulls to weaken the Strong Slammer until you capture it. After you capture all three ghosts, answer the Duel Scream to complete the mission and return to the bunker.

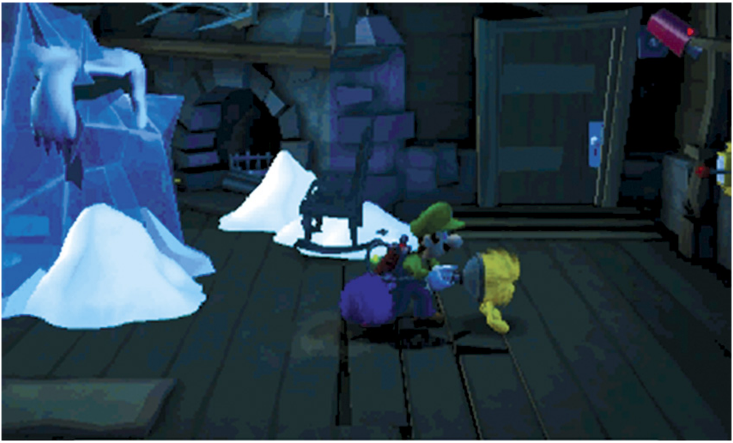
D-3 Across the Chasm

Professor E. Gadd's Mission Description

Success! The Parascope has located both the Dark Moon piece and the possessor that has it. But you'll have to cross the chasm and reach the other side to find them!

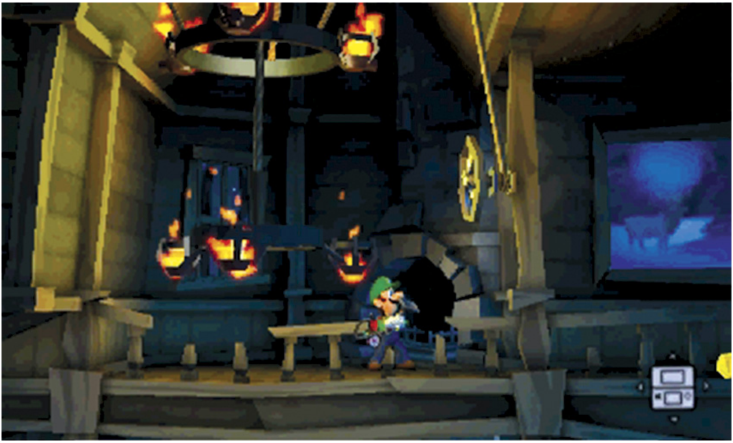
Free the Elevator



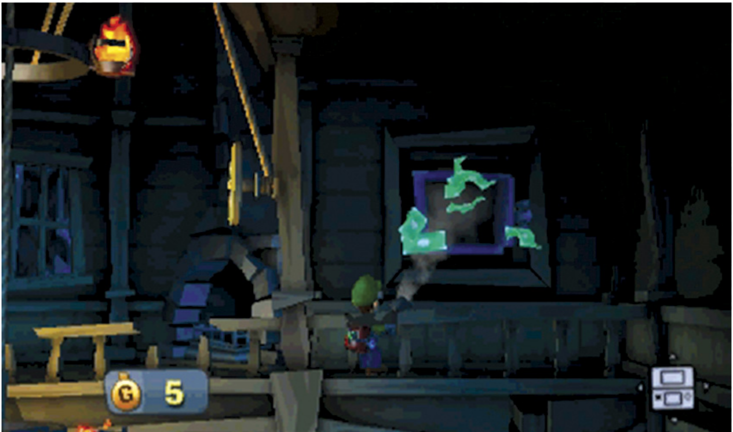


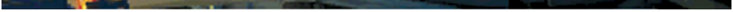
1 When the mission starts, you're transported to the Chalet. The fire has gone out, there's snow on the floor, and the elevator is encased in ice. Vacuum the snow mounds scattered around the room to uncover a gold fuzzball. Launch the fuzzball across the Chalet until it stops producing treasure.

Finish your search of the ground floor, then inspect the fireplace to discover a secret passage to the Chalet's loft. When you emerge from the upper fireplace, vacuum the snow mounds scattered around the loft. Move to the open window and use the Poltergust's blower mode to force it shut.

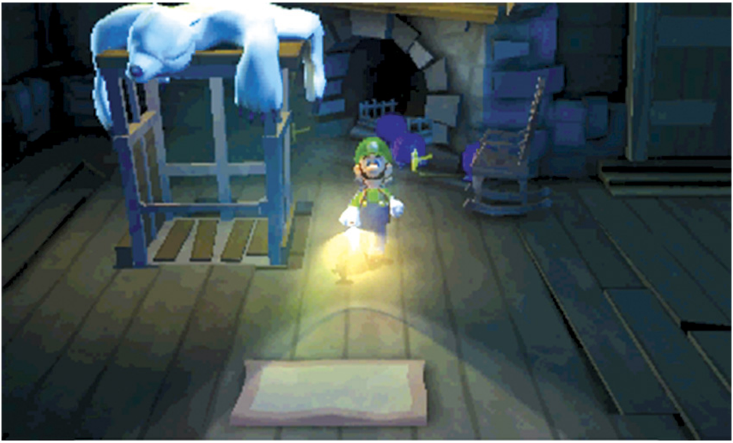


After you shut the window, move to the small wheel mounted on the nearby support post. The lower chandelier may have gone out, but the Chalet's upper chandelier is still lit. Vacuum the wheel until the two chandeliers touch, then use the Poltergust's blower mode to lower the newly lit chandelier back to its original position. When the chandelier is in place, it melts the ice surrounding the elevator.

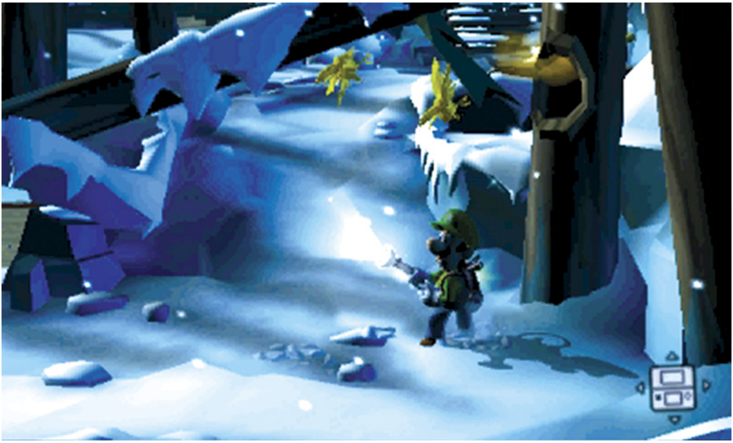




Vacuum the painting just east of the support post to reveal a hidden safe. Flash the safe and collect the treasure that spills out, then use the fireplace to return to the ground floor.



Once the elevator is free, you can head down to the Airway. Before you do, however, consider making a quick detour to the Chalet Approach. Move to the door in the room's south wall and head outside.

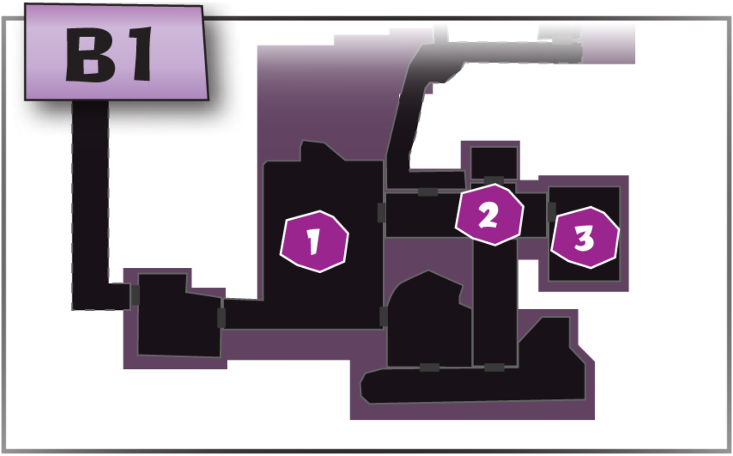


2 If you've already collected the Pebble Sapphire, there's no reason to bother with the grill. Destroy the snowman heads near the bottom of the steps, then follow the path south. Search the tree at the bottom of the hill, then flash the gold crows that emerge from the tree hole. Collect the resulting treasure, search the nearby chest, then head back into the Chalet and step into the elevator.

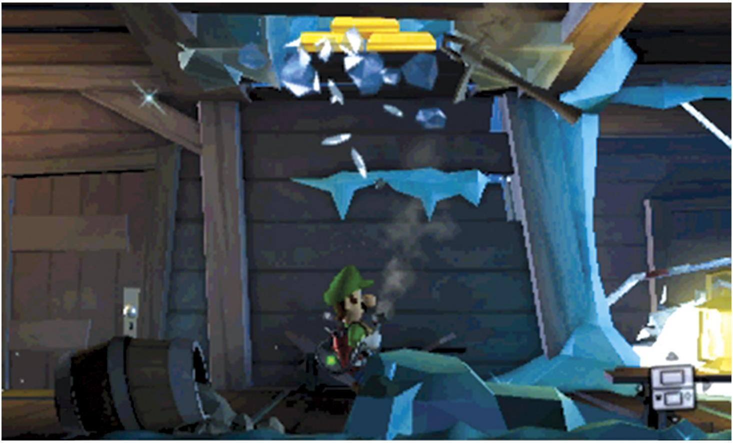
Note

If you've already collected the Gems from the Smokehouse and the Fishing Hut, there's no compelling reason to search the rest of level F1. However, you're free to visit this area before you head down to the Airway.

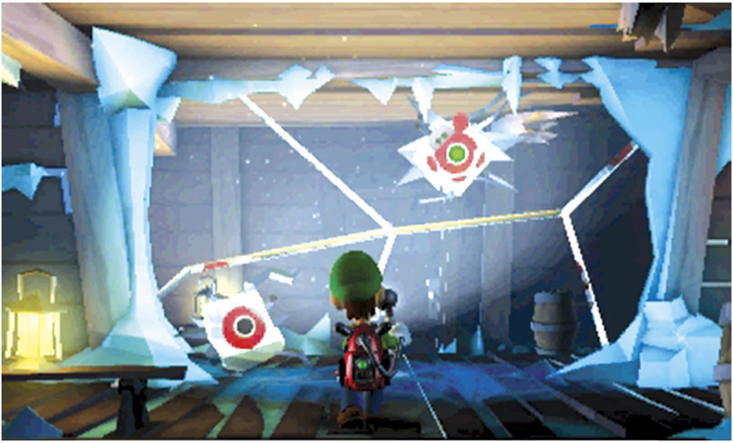
Reveal the Gondola



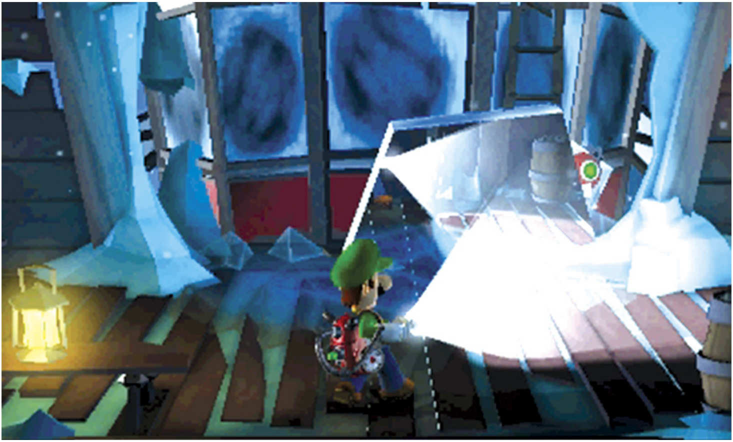
1 When you reach the Airway, flash the panel in the northwest corner to activate the cable. Latch on and ride the cable up to the ledge, then detach yourself and continue into the Terminal.



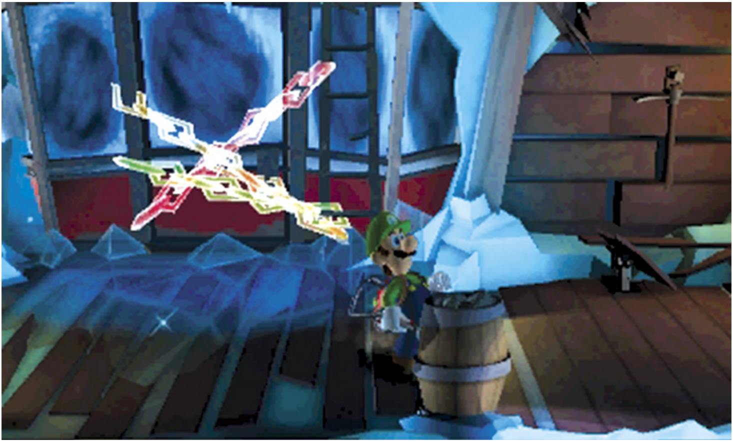
2 When you reach the terminal, use the Poltergust to spin the pickaxes just as you did during previous missions. Spin the pickaxe in the northwest corner and flash the mice that appear, then spin the pickaxe in the center of the Terminal and collect the treasure above you. Search the barrels scattered throughout the area, then approach the large mirror on the north wall.



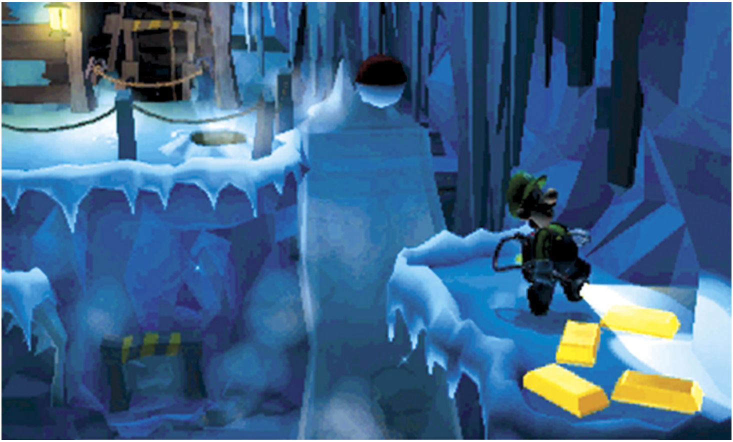
There's a bomb located near the top of the mirror. Vacuum the snow mound at the corner of the mirror to reveal a second bomb. Flash both bombs and stand back until they detonate. The explosions reveal two bombs that had been hidden behind the mirror. Flash the bombs and wait for them to detonate.



The second round of explosions reveals a bomb lodged behind the last remaining piece of the mirror. Detonate the bomb to reveal the Gondola.

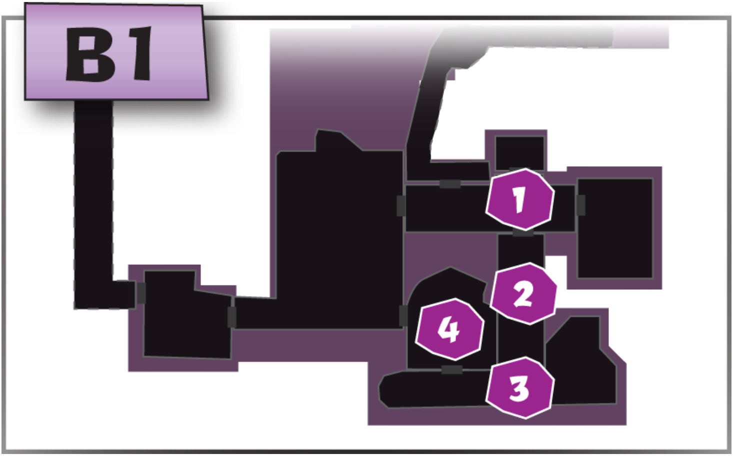


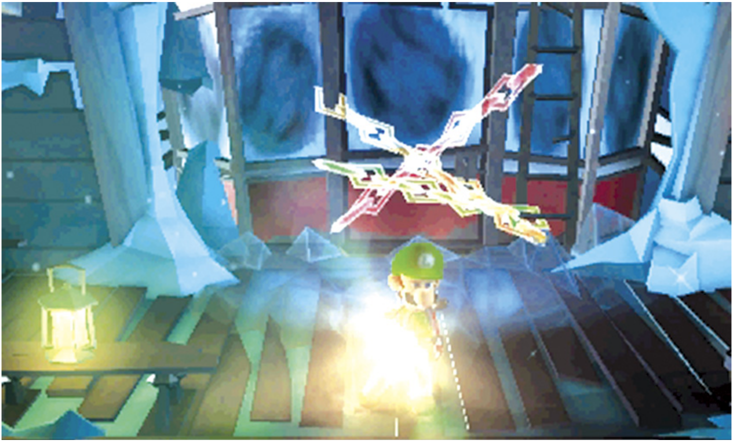
When you attempt to enter the Gondola, a Strong Gobber, a Strong Greenie, and a Strong Slammer appear in the Terminal. Before they scatter, each ghost summons a spectral chain to seal the Gondola door. To break the bonds, you must find and capture each of these powerful ghosts. Before you do, however, consider visiting the area Under the Ice. After you answer the Duel Scream, head through the door at the east end of the Terminal.



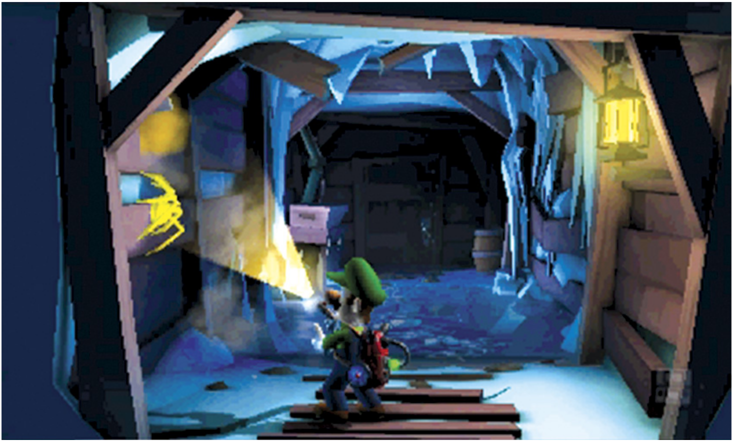
3 Once again, the area Under the Ice contains a significant amount of treasure. Follow the ledge along the north wall, then vacuum the snow mound at the end of the path. Use the geyser to launch yourself to the treasure stashed along the east wall. After you collect the treasure, vacuum the bobber to lower yourself to the floor, finish your search of the area, use the geyser on the floor to launch yourself back up to the ledge, then return to the Terminal.

Capture the Strong Gobber





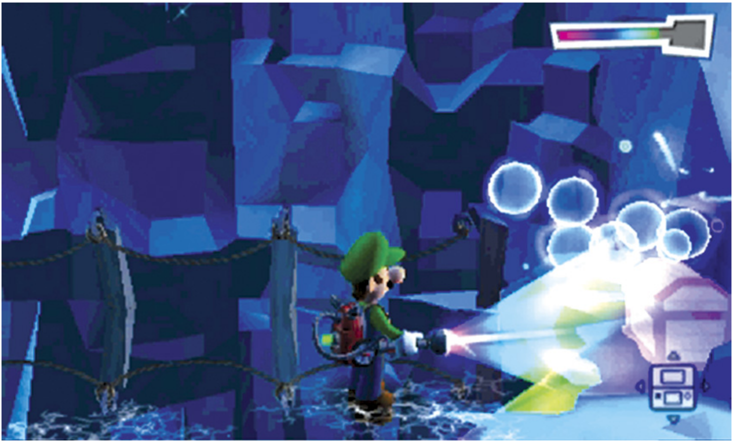
1 According to the Touch Screen map, the nearest objective is located in the Basin. Use the door south of the Gondola to enter the Prospector's Crossing.



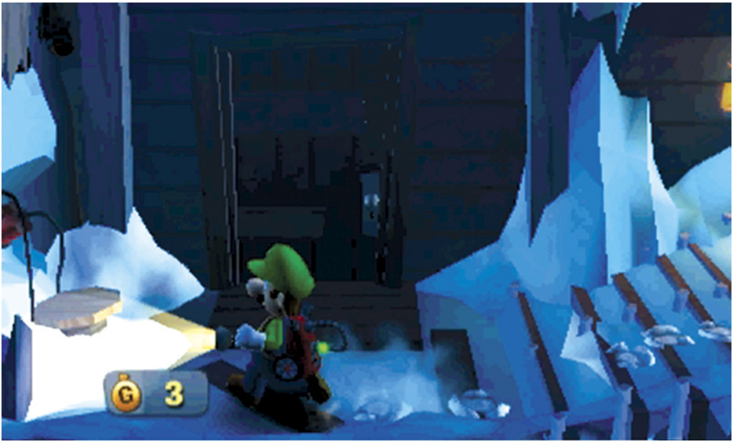
2 Search the barrel at the north end of the Prospector's Crossing, then move to the south side of the room. Vacuum the poster in the corner to reveal a gold spider, then flash the pest and collect the resulting treasure. When you're ready, use the door in the south wall to enter the Drift Hall.

Note

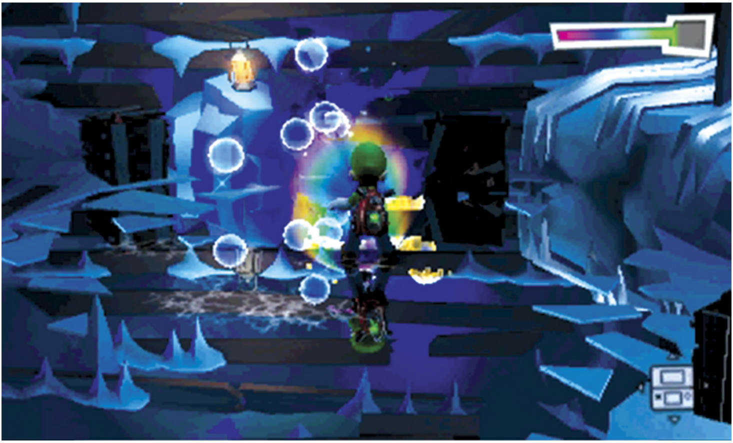
You can use the Dark-Light Device to reveal the missing pickaxe in the southeast corner of the Prospector's Crossing. However, if you've already collected the Rhombus Sapphire, there's no reason to do so.



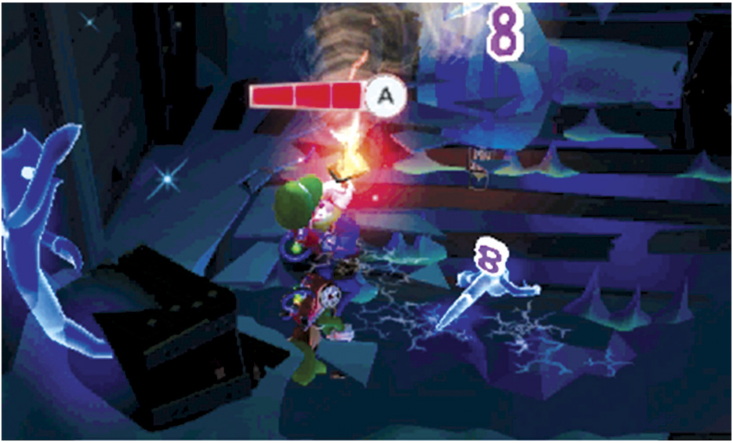
3 Move to the east side of the Drift Hall and flash the bats hanging in the background. Use the Dark-Light Device to reveal the missing chest along the east wall. After you capture the Spirit Balls, open the chest to find a nice stash of treasure. Turn around and follow the path to the west. Check the barrel at the top of the steps, vacuum the treasure from the nearby beam, and head down the steps.



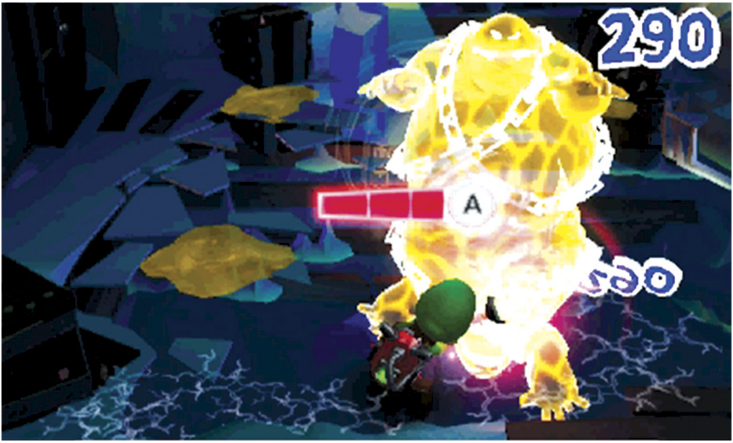
When you reach the bottom of the steps, flash the bats clinging near the top of the west wall and collect the resulting treasure. Open the nearby door and enter the Basin.



4 Search the crates around the Basin, then look at the reflection in the floor. Move to the north wall and use the Dark-Light Device to reveal the missing bomb. After you capture the Spirit Balls, flash the bomb and dash away from the wall. After the explosion, the Strong Gobber appears just long enough to spit some sludge on the floor and three Hiders take cover in the surrounding crates.



If you move quickly, you can flash at least one of the Hiders before it manages to reach a crate—just make sure you stay clear of the Gobber sludge. As you capture each Hider, watch out for incoming attacks. Let your target drag you clear of thrown objects, or release your target until it's safe to resume the struggle. Continue to check the crates until you capture all three of the Hiders.



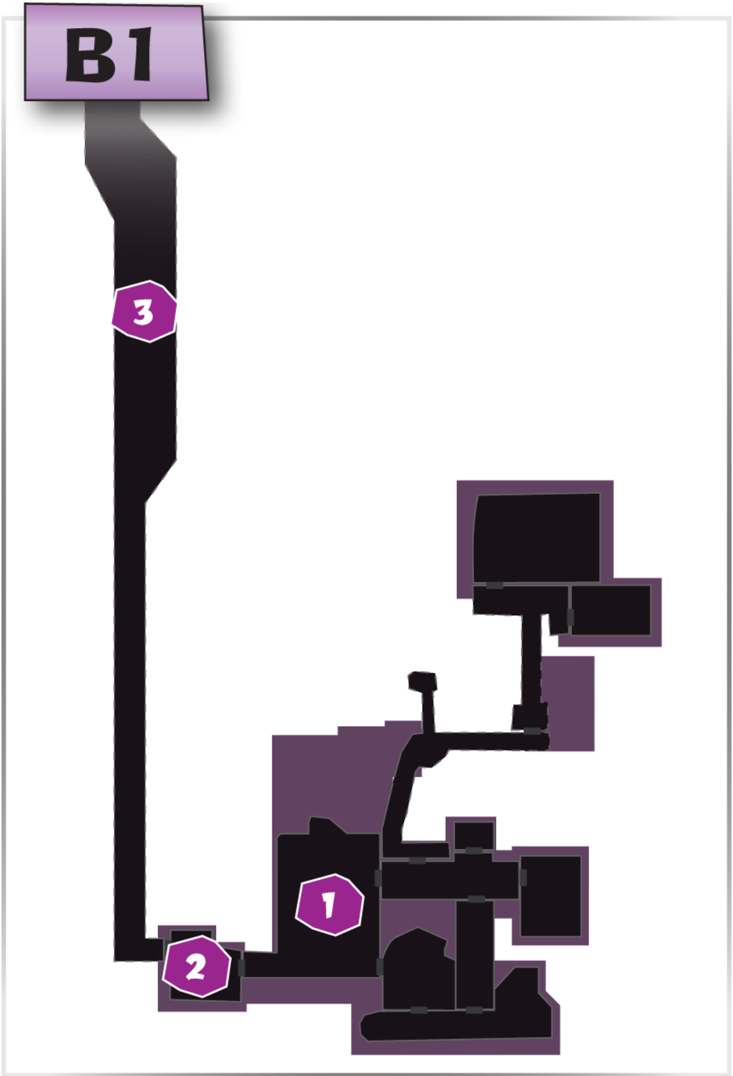
After you capture the Hiders, the Strong Gobber joins the battle. This enemy possesses the same abilities as a normal Gobber, but it's much more durable. Flash the Strong Gobber, latch on, and dodge the sludge that it spits out. Fill the Power Gauge and perform A-Pulls until you capture the enemy.

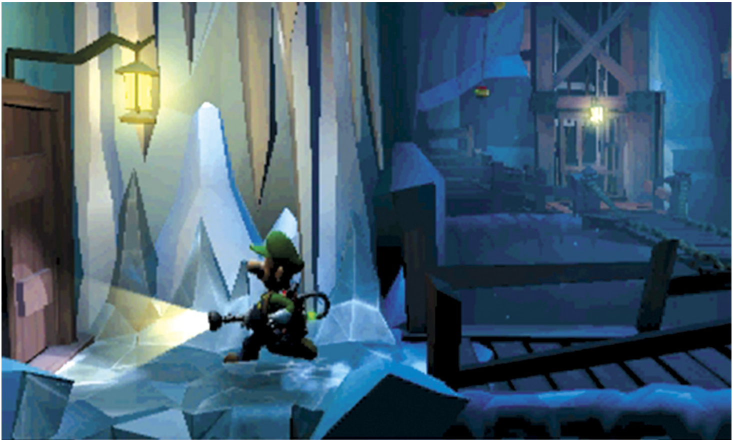
Tip

Remember: It's better to release the Strong Gobber than to step in the sludge! You can always resume the struggle after a few of the sludge puddles vanish.

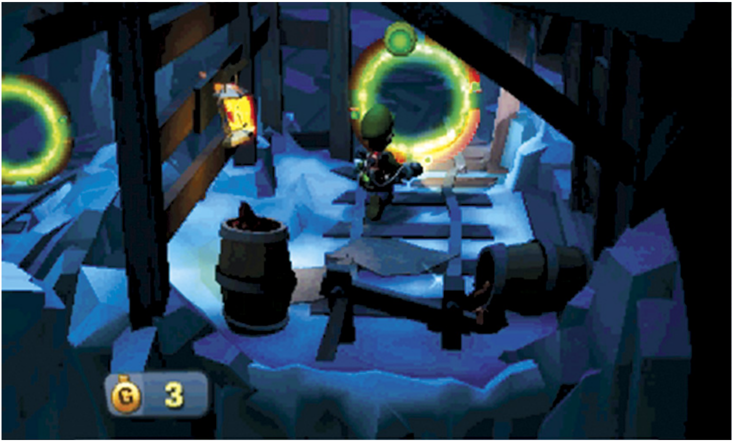
When you capture the Strong Gobber, it shatters the yellow chain back at the Gondola. Use the door in the northwest corner to return to the Airway.

Reach Level B2

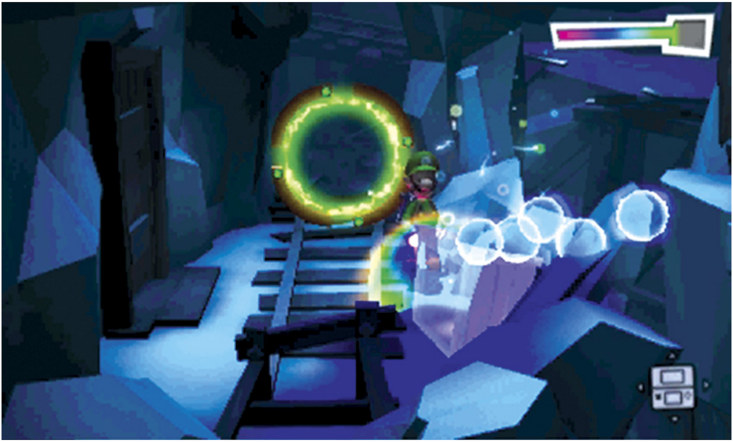




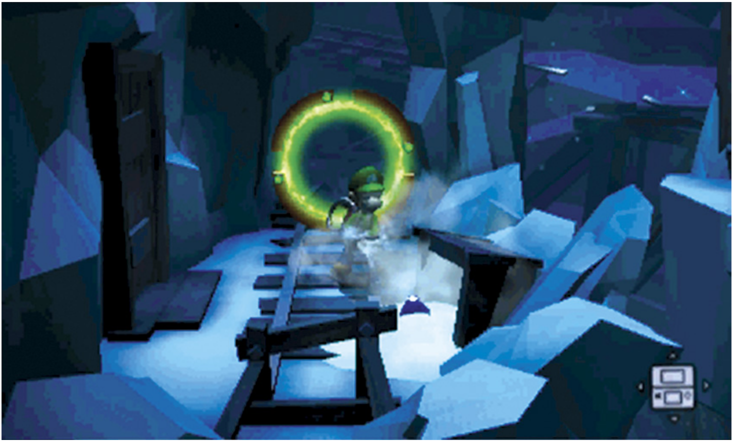
1 Follow the path along the south edge of the Airway, then use the door in the west wall to enter the Crossroads.



2 Search the barrels on the east ledge, then use the E-Gate to reach the west side of the Crossroads.



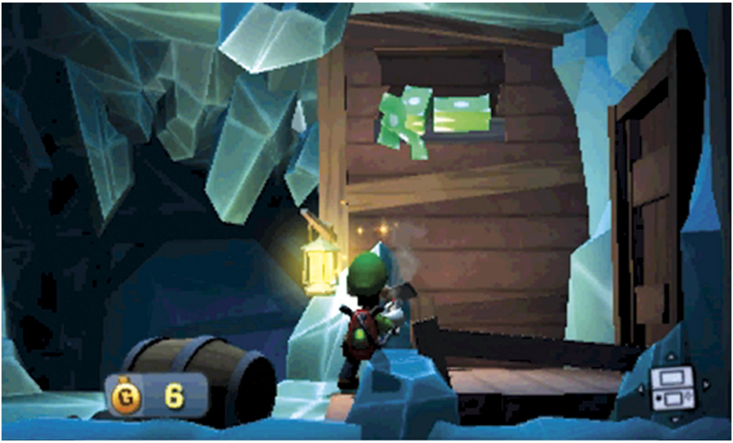
Use the Dark-Light Device to reveal the overturned cart near the end of the tracks. When you do, the Spirit Balls fly out of range! Hop back through the E-Gate to find the Spirit Balls on the east ledge.



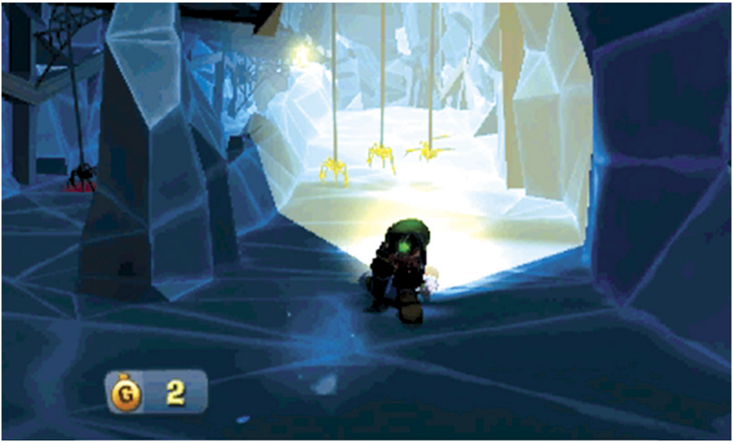
After you collect the Spirit Balls, return to the west ledge and approach the overturned cart. Vacuum the snow mound to reveal the Spindle Sapphire. Collect the Gem, then head through the nearby door to find the Skip Slope.

Gem Location

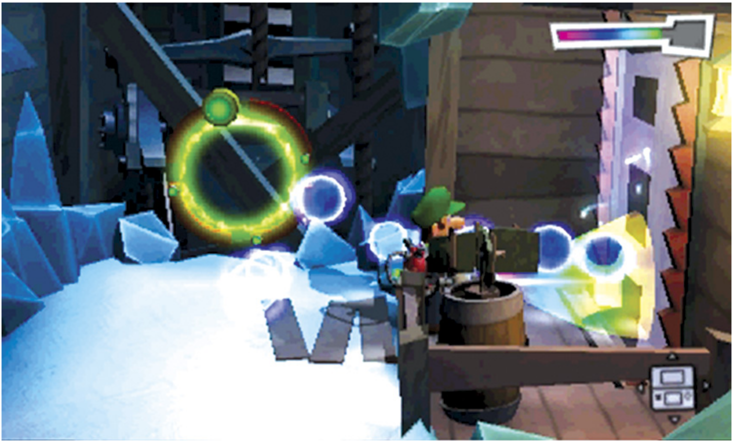
During this mission, the Spindle Sapphire is hidden in the Crossroads. Use the Dark-Light Device to reveal the overturned cart on the west ledge, collect the Spirit Balls on the east ledge, then return to the west ledge and vacuum the snow from the cart. When you do, the Spindle Sapphire pops out of the cart.



3 Vacuum the poster at the top of the Skip Slope and vacuum the revealed treasure. Search the nearby barrel, then head down the hill to slide through the area.

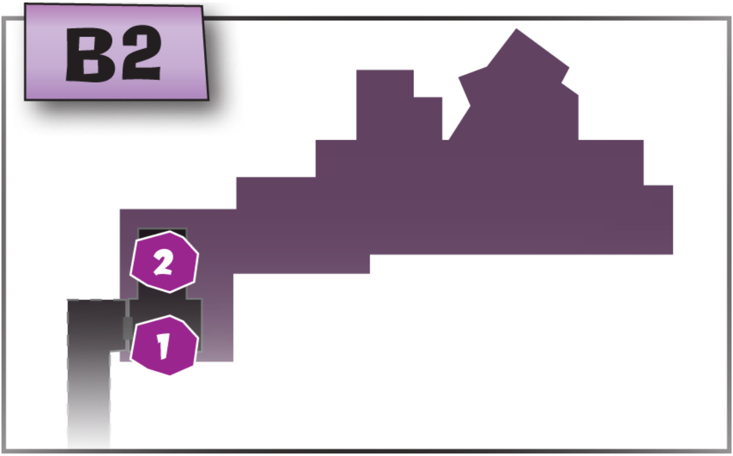


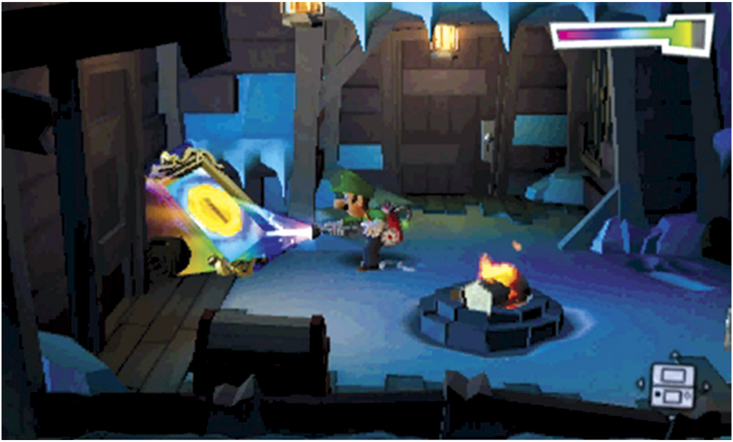
As you slide down the Skip Slope, try to flash the spiders that drop into your path. If your flash misses a spider, steer around it to avoid taking damage. When you reach the first fork in the path, veer right and flash the three gold spiders that drop down in front of you.



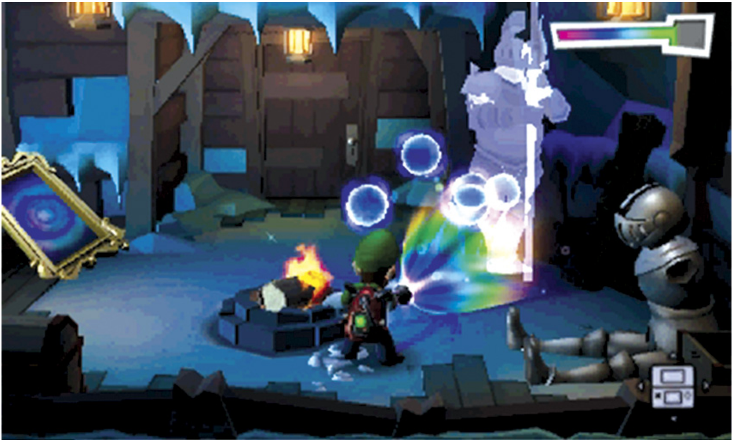
When you reach the bottom of the Skip Slope, flash the E-Gate on the north wall, then A-Pull the knotted rope on the west wall. When the gold mouse appears, flash the critter and collect your reward. Use the Dark-Light Device to reveal the missing door in the east wall. Capture the Spirit Balls, then head into the Smuggler's Hideout.

Capture the Strong Greenie

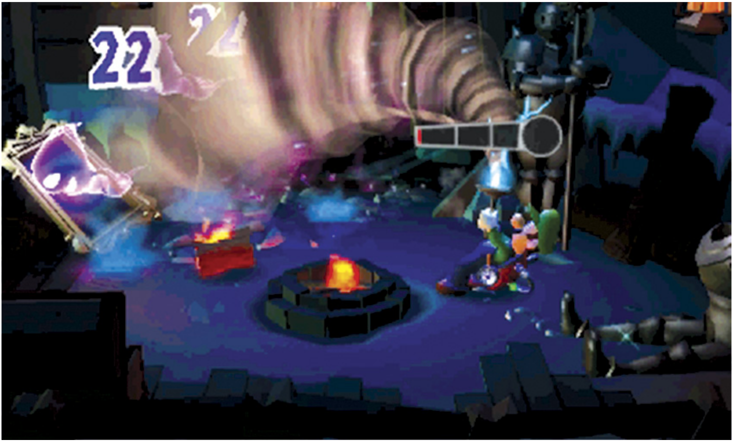




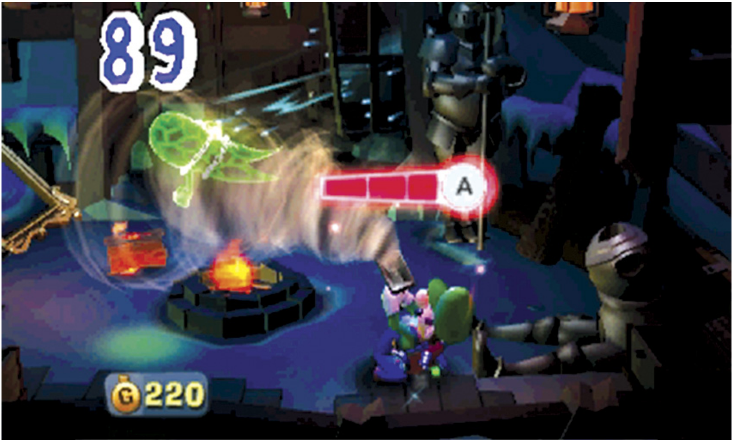
1 As you search the Smuggler’s Hideout, vacuum the framed poster to reveal the sketch beneath it. Use the Dark-Light Device to draw the treasure out of the sketch, then vacuum the treasure down from the beam and search the nearby chests.



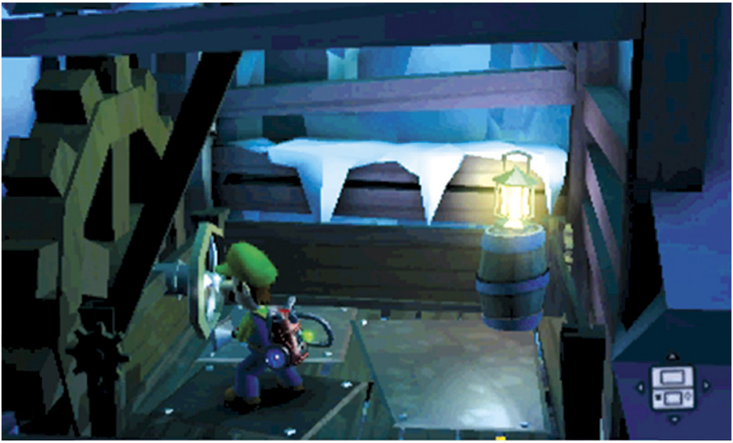
When you’re ready, use the Dark-Light Device to reveal the pike-wielding suit of armor. When you capture the Spirit Balls, the pike rips the helmet off of the armor in the southeast corner. The Strong Greenie emerges from the broken armor and escapes through the window.



After the Strong Greenie leaves, three Sneakers fly in through the open window. Try to flash these ghosts before they vanish. Latch onto any Sneakers you managed to stun, and watch the snow for signs of movement as you wear them down.



When you capture all three Sneakers, the Strong Greenie emerges from the fire pit at the center of the room. Flash the ghost when it appears, then latch on and wear it down. Perform A-Pulls until you capture the Strong Greenie and shatter the green chain back at the Gondola.

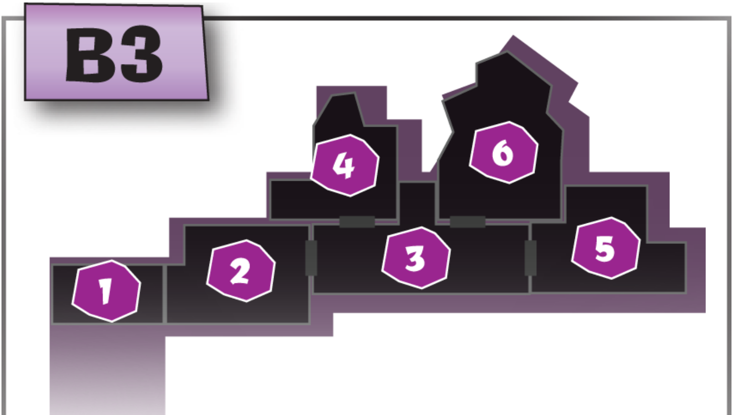


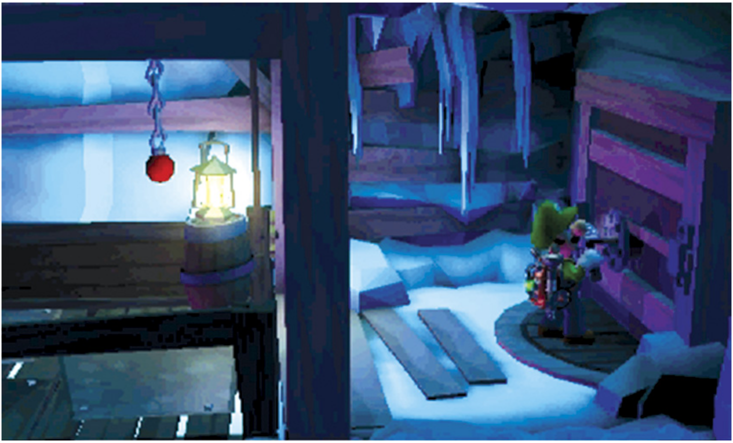
2 The Strong Slammer is up in the Chalet. Rather than turning back, however, it's much better to head deeper into the mines. You'll find plenty of treasure on level B3, and a handy shortcut will take you back to the Chalet in no time. Use the door in the north wall of the Smuggler's Hideout to enter the Shaft. Face the wheel mounted on the west edge of the platform, and use the Poltergust's blower mode to move down the Shaft.

Tip

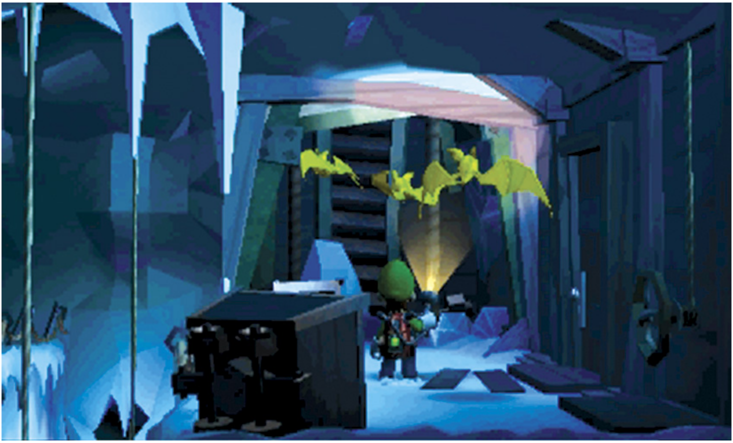
Remember to collect any treasure you find on your way down the Shaft. When you reach the tattered cloth, vacuum it from the wall and flash the bats that fly out of the chute.

Search Level B3

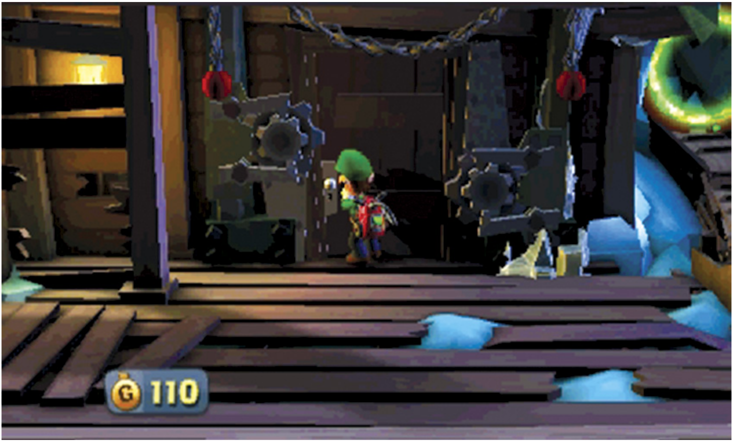




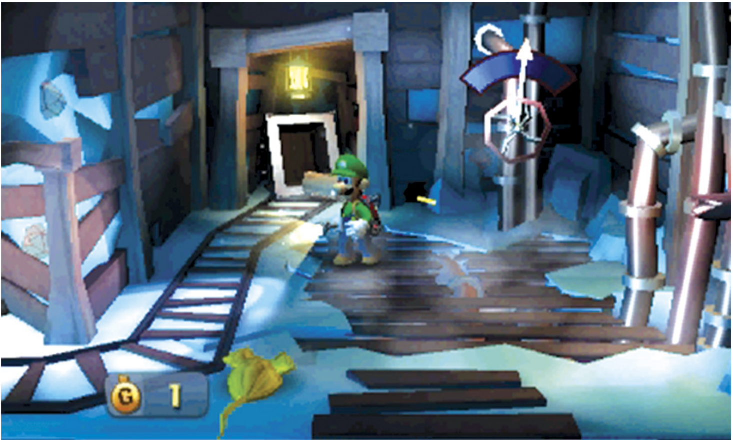
1 When you reach the bottom of the shaft, inspect the crank in the east wall to move to the Coward's Chasm.



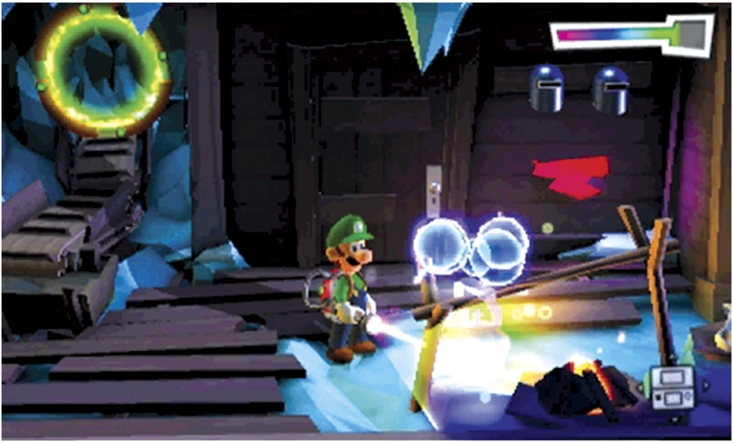
2 Follow the path to the north edge of the Coward's Chasm and slip behind the large mirror. Once again, use the Poltergust's blower mode to turn the wheel mounted in the east wall. Lower the lantern until it's directly in front of the larger opening, then flash the gold bats that fly into the area. When you're ready, use the door in the east wall to enter the Deep Hall.



3 When you reach the Deep Hall, use the door near the northwest corner to make a quick stop in the Cinder Mine.

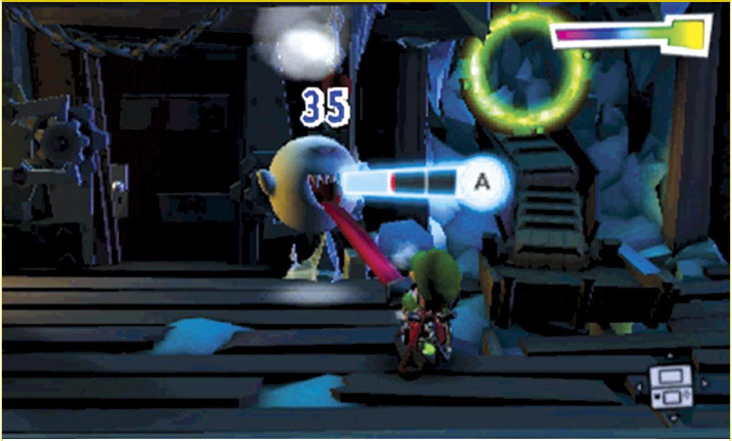


4 Stand near the center of the Cinder Mine and flash the mice that scurry across the room. After a few seconds, a gold mouse appears somewhere in the room. Flash the critter, grab your reward, and return to the Deep Hall.

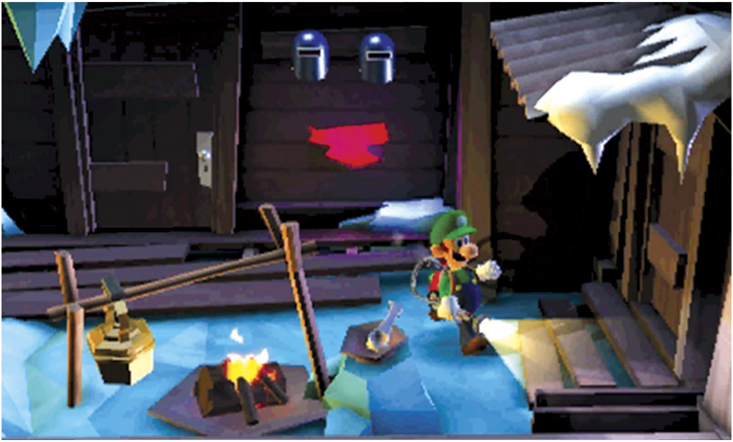


Move to the east side of the Deep Hall and use the Dark-Light Device to reveal the missing teakettle. After you capture the Spirit Balls, use the Poltergust to hold the teakettle over the flame. When the water boils, ParaBoola pops out of the spout.

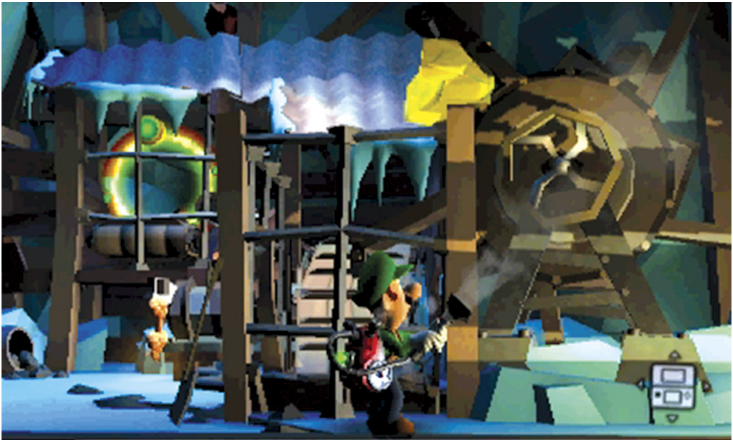
Boo Location



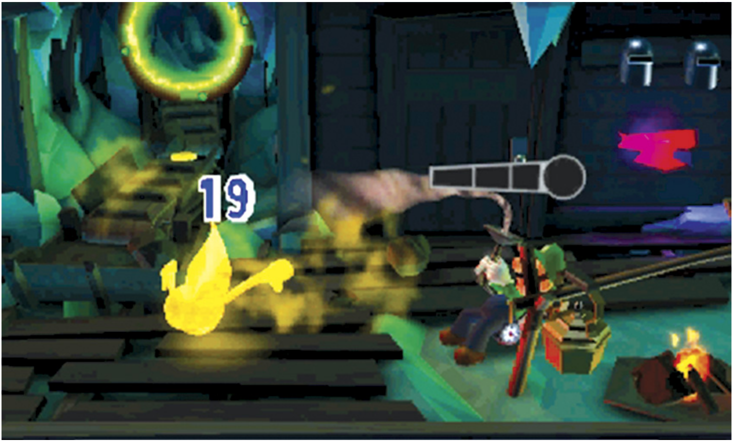
This mission's Boo is located in the Deep Hall. Use the Dark-Light Device to reveal the missing teakettle above the fire, then hold the teakettle over the flame until the Boo appears. Use the established tactics to weaken and capture ParaBoola.



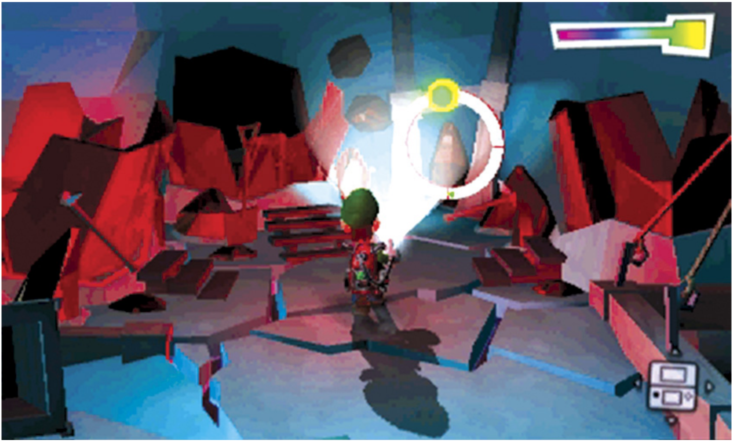
After you capture the Boo, use the door in the east wall to enter the Pit Mine.



5 The Pit Mine is infested with beetles, so don't let these pests surprise you. Move the platform down to the ground and use the Strobulb to clear the beetles. Slide over to the southeast corner and vacuum the paddle wheel to drop a hunk of gold onto the conveyor belt. As the gold heads toward the E-Gate, head back up to the door and return to the Deep Hall.

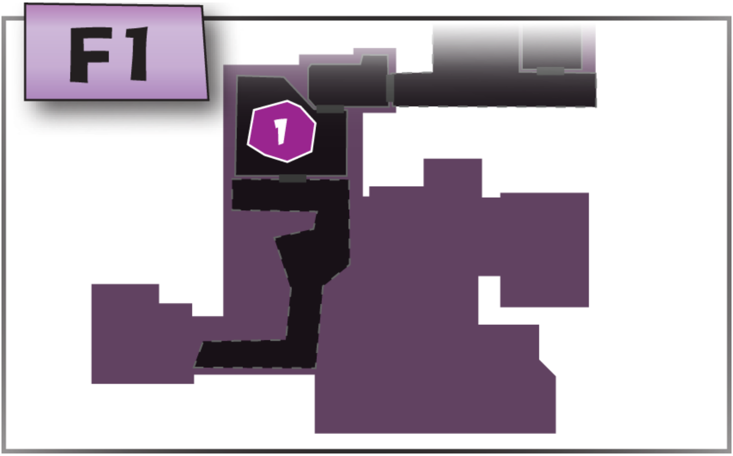


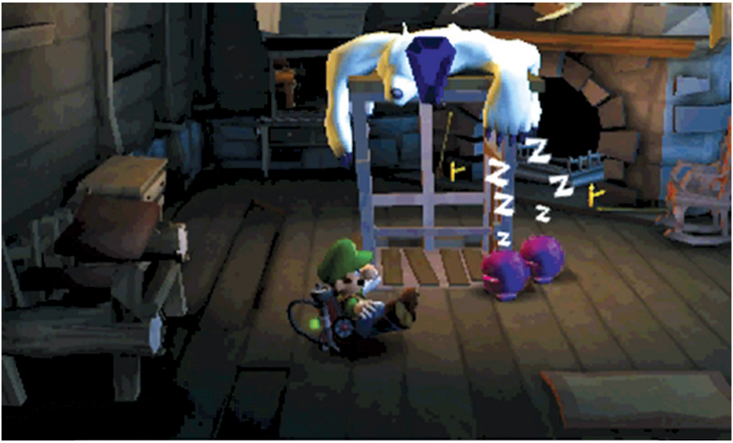
Move to the conveyor belt at the center of the Deep Hall to find the gold hunk waiting for you. Vacuum the hunk and carry it over to the fire. When the hunk melts away, a Gold Greenie appears in its place. Capture the ghost before it has a chance to escape. Collect the resulting treasure, then use the door just east of the conveyor belt to enter the Crystal Quarry.



6 When you're ready to leave level B3, activate the Crystal Quarry E-Gate and use it to return to the Chalet.

Capture the Strong Slammer

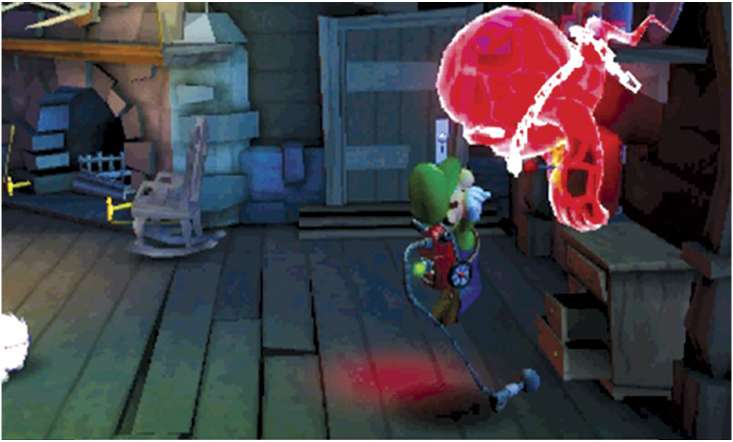




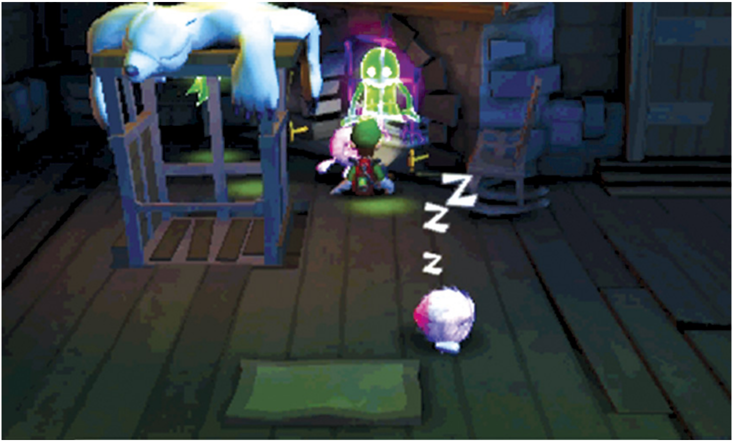
1 When you emerge from the E-Gate, you're dropped onto the couch in the Chalet's southwest corner. The impact sends the Coffin Sapphire flying through the room. When you recover, collect the Gem from the floor.

Gem Location

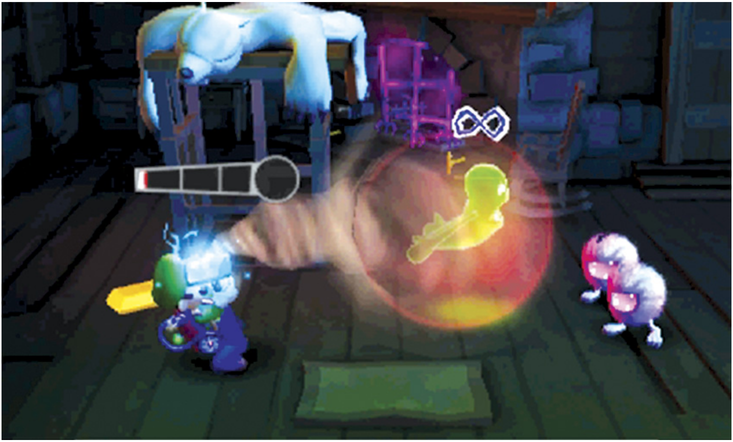
To collect the Coffin Sapphire, you must step through the Crystal Quarry E-Gate. When you return to the Chalet, the Coffin Sapphire pops out of the couch.



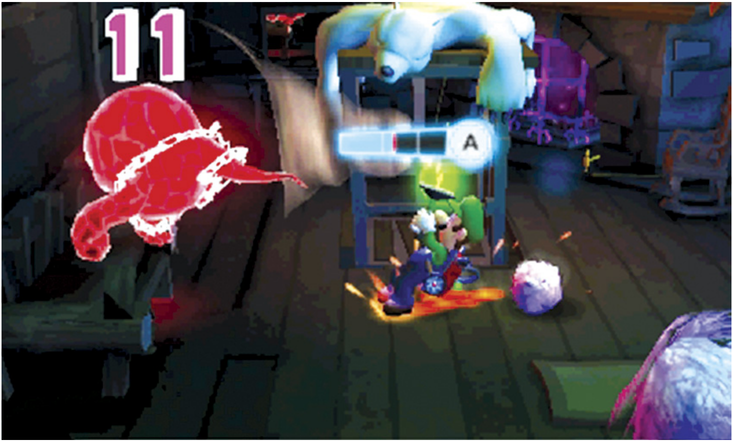
When you're ready, search the drawers near the room's southeast corner to find the Strong Slammer. While you recover from the scare, the ghost vanishes into the fireplace.



When you attempt to follow the Strong Slammer, three Greenies emerge from the fireplace. As you deal with the Greenies, be mindful of the fuzzballs that follow you around the Chalet. If one of these persistent pests clogs the Poltergust, clear the nozzle as quickly as possible.



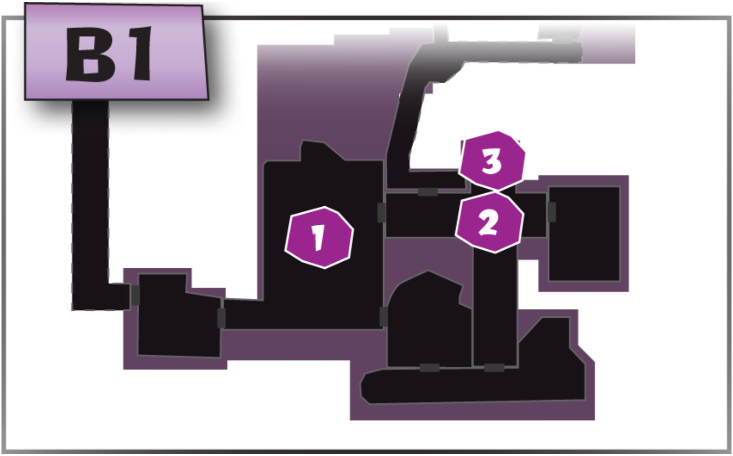
One of the Greenies is protected by a red shield. Use a fully charged A-Pull to break its defences, then perform another A-Pull to finish it off.

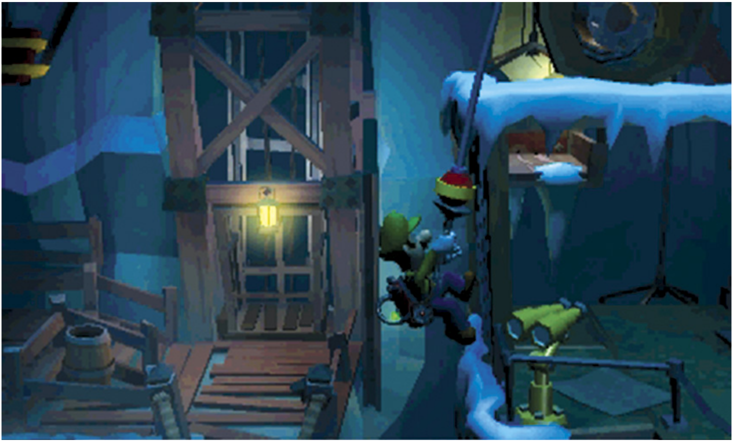


When you capture all three Greenies, the Strong Slammer joins the battle. Flash the ghost as soon as it reappears, then latch on and wear it down. This enemy is very durable, so keep performing A-Pulls until you capture the Strong Slammer and shatter the red chain.

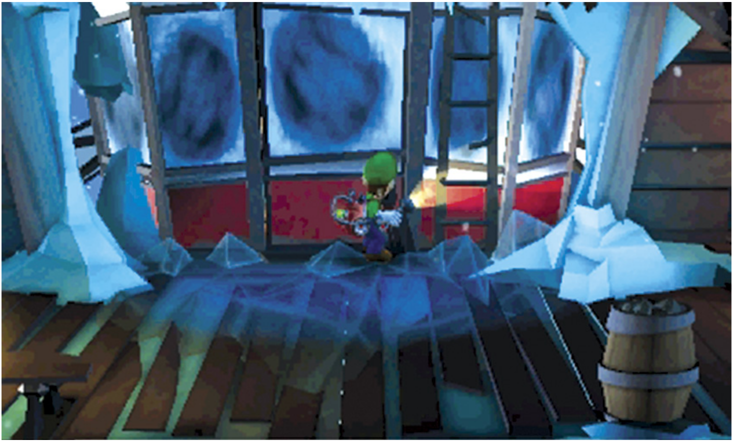
Answer the Duel Scream, then step into the elevator. Now that you've destroyed all three spectral chains, you're free to enter the Gondola.

Inspect the Gondola

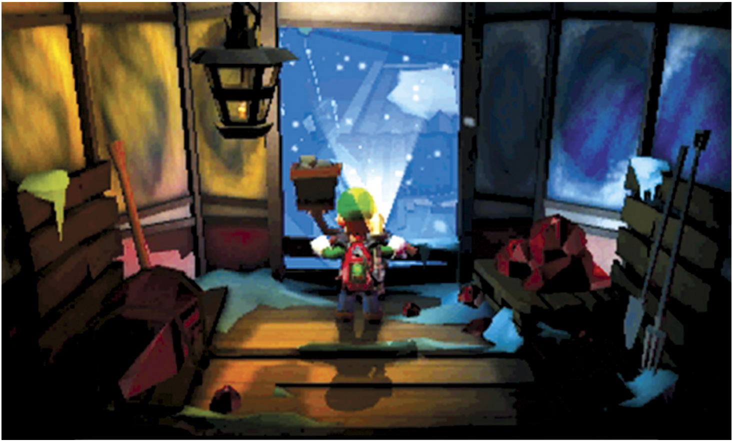




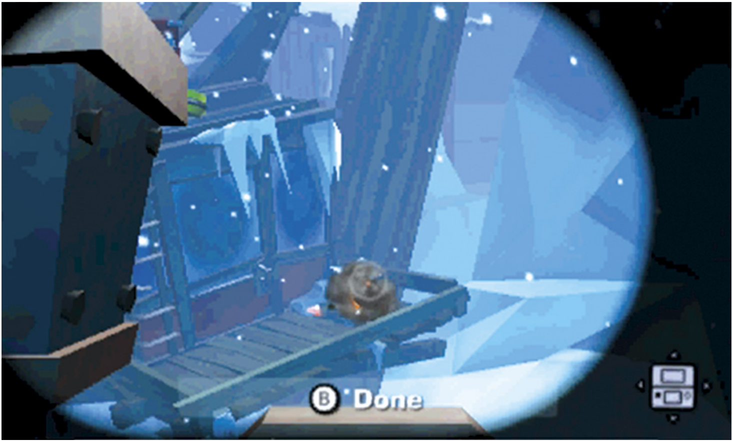
1 When you reach the Airway, move to the northwest corner and latch onto the cable. Ride up to the platform on the east wall, then detach from the cable and head through the nearby door.



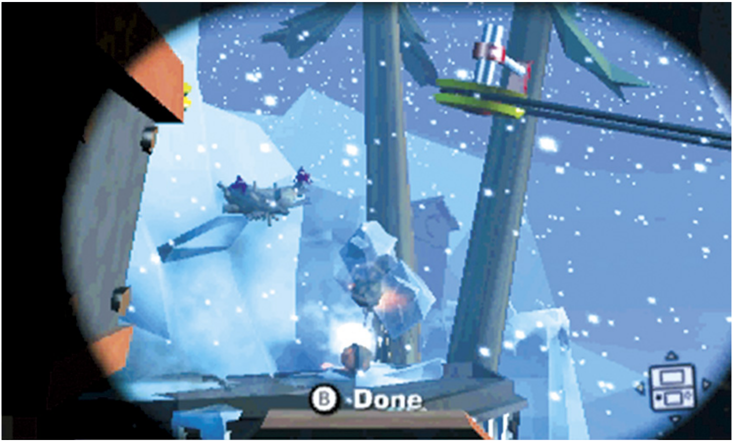
2 Follow the Terminal east and return to the Gondola. Open the door to have a look inside.



3 Vacuum the Hearts down from the Gondola's north wall, then take control of the nearby shooter.

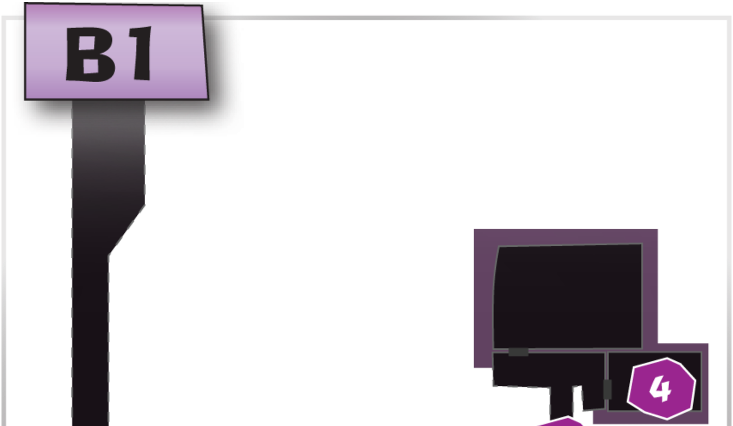


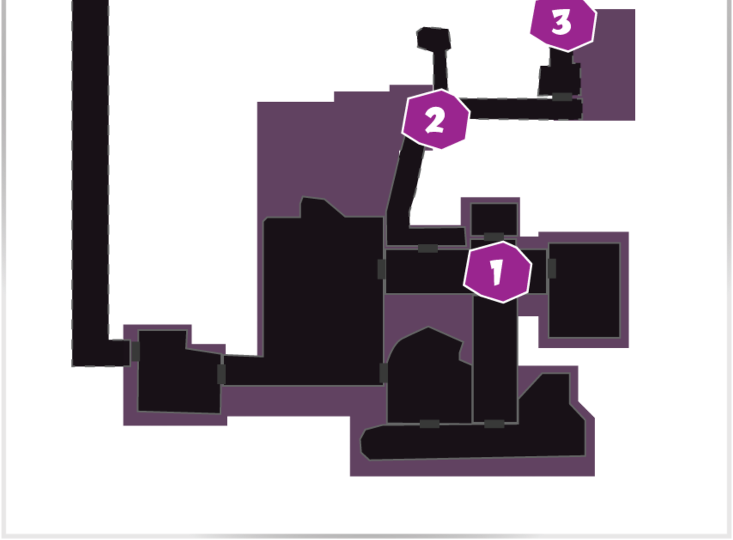
Use the shooter to fire burning embers at all of the ice scattered around the High Wires. Melt the ice blocks on the cable directly in front of you, then melt the ice from the chest to your right.



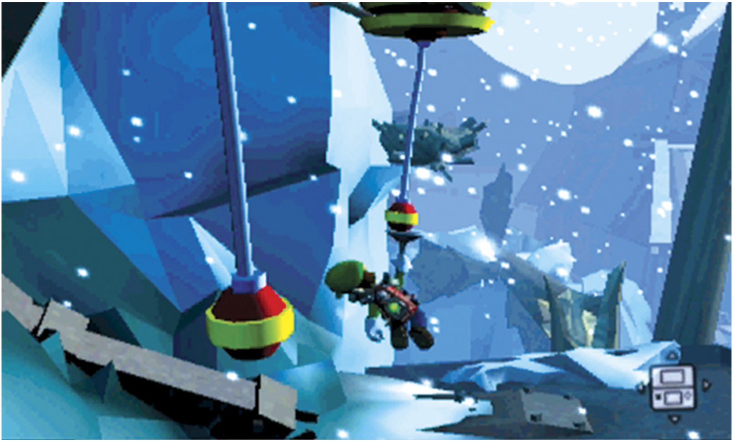
Aim the shooter to the left and look for nest on the west wall. Melt the ice on the nearby tree. When the tree topples over, step away from the shooter and leave the Gondola.

Reach the Maintenance Room

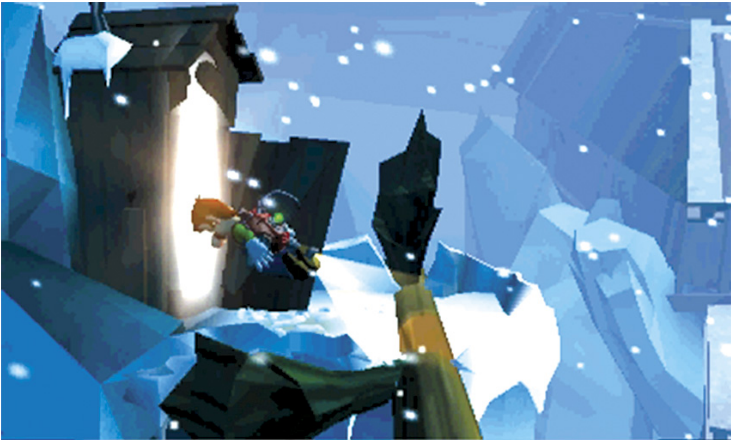




1 After you exit the Gondola, answer the call on the Duel Scream. Use the door near the room's northwest corner to enter to find the High Wires.



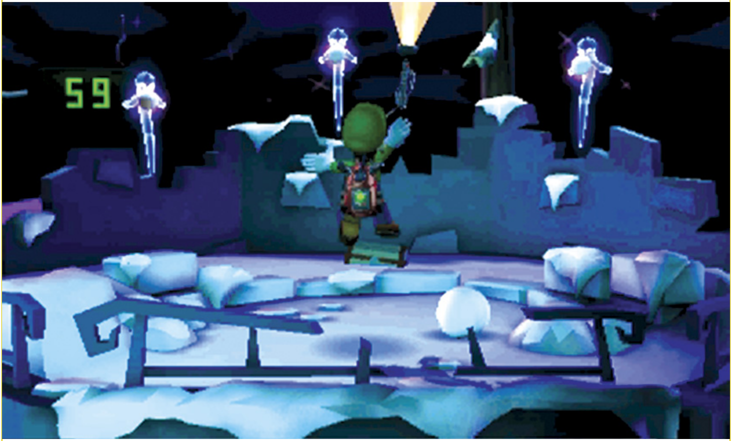
2 Flash the crows perched on the guardrail, then latch onto the first cable. Ride over to the next and drop down to the ledge. Flash any crows that attack, then step onto the toppled tree.



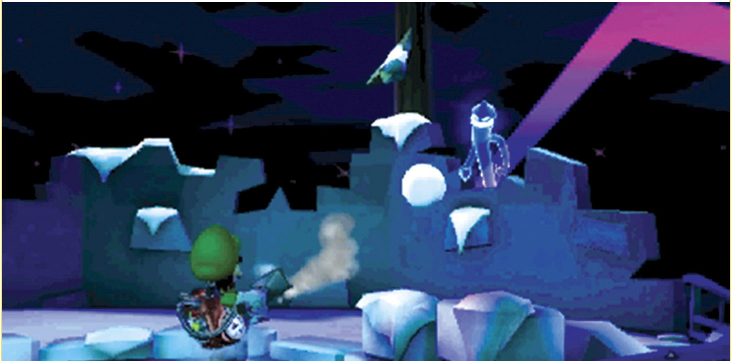
Make your way across the toppled tree to find an outhouse hidden on a small ledge. Enter the outhouse to find a bonus challenge.

Bonus Challenge: High Wires Outhouse

During D-3 Across the Chasm, the outhouse hidden in the High Wires area contains a bonus challenge. Use the shooter in the Gondola to topple the icy tree and create a path to the outhouse.



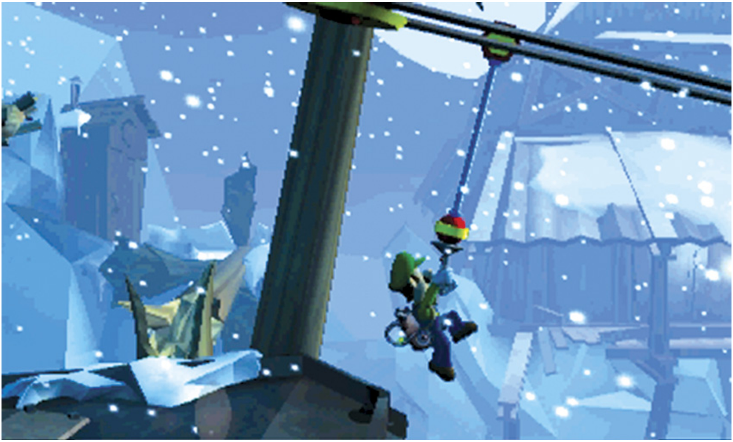
During this challenge, you must win a snowball fight against three Hiders within the allotted time. When the challenge starts, all three Hiders throw snowballs and duck behind the wall. Dodge this initial attack, vacuum one of the large snowballs on the ground, and watch for a Hider to pop up from behind the wall.



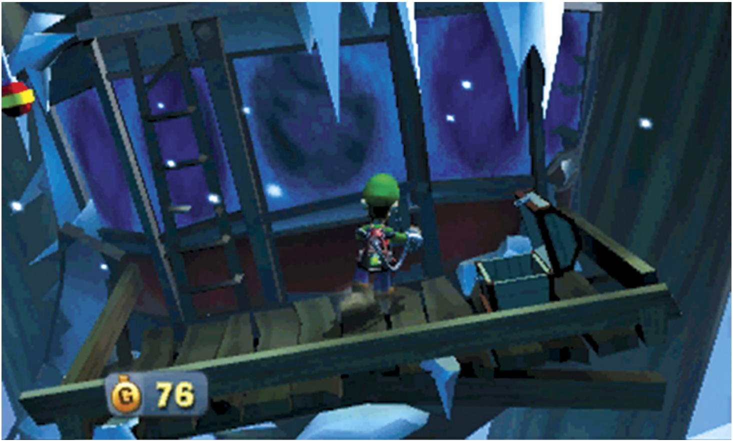
Each time a Hider shows itself, it does one of two things—to complete the challenge within the time limit, you must correctly identify each behavior and react appropriately. If the Hider attacks, dodge the incoming snowball and wait for the next Hider to appear. If the Hider taunts you, aim the Poltergust at the ghost and launch the snowball as soon as you see the targeting reticle. Hit all three Hiders before time runs out to reveal the Mushroom Sapphire. Collect the Gem to complete the challenge and return to the High Wires area.

Gem Location

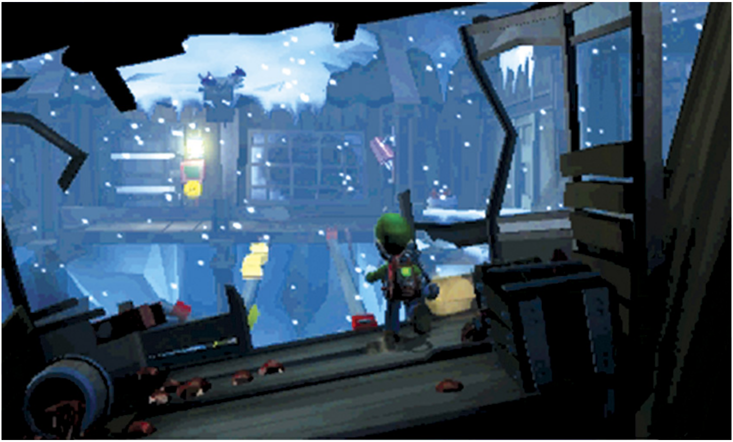
To collect the Mushroom Sapphire, you must complete the bonus challenge in the High Wires outhouse. Win a snowball fight against three Hiders to earn the Gem.



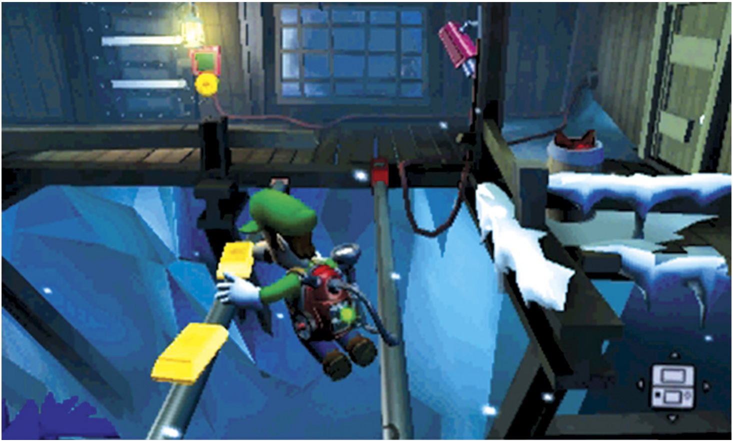
After you exit the outhouse, move back across the toppled tree. Latch onto the second cable and ride to the east edge of the area.



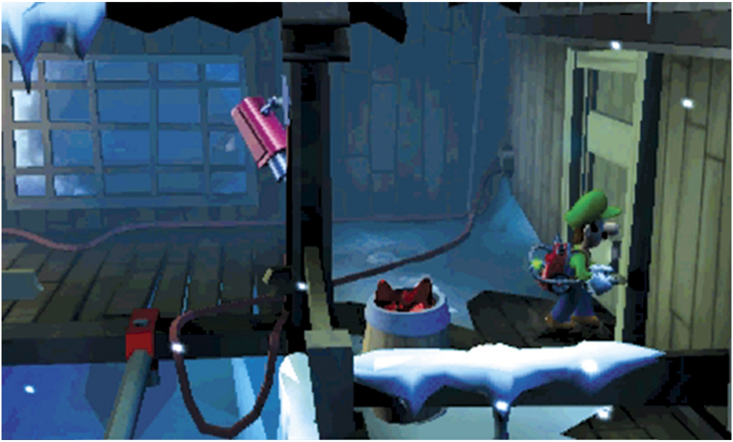
When you reach the platform at the end of the cable, drop down and search the chest. When you're ready, head through the nearby door to find the Workshop Landing.



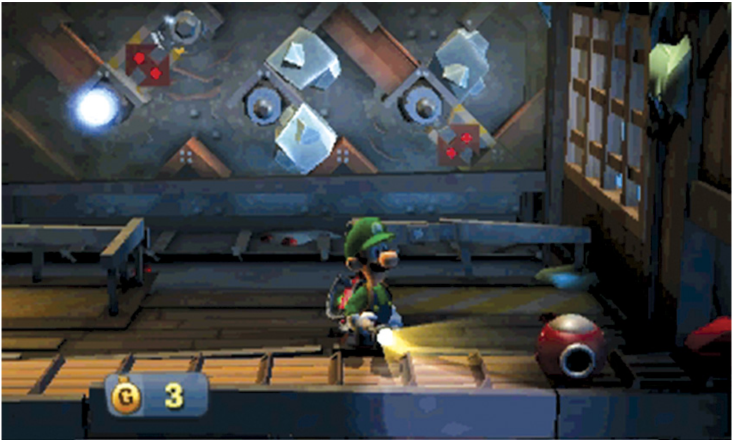
3 Search the objects at the south end of the Workshop Landing, then step onto the beam and follow it north.



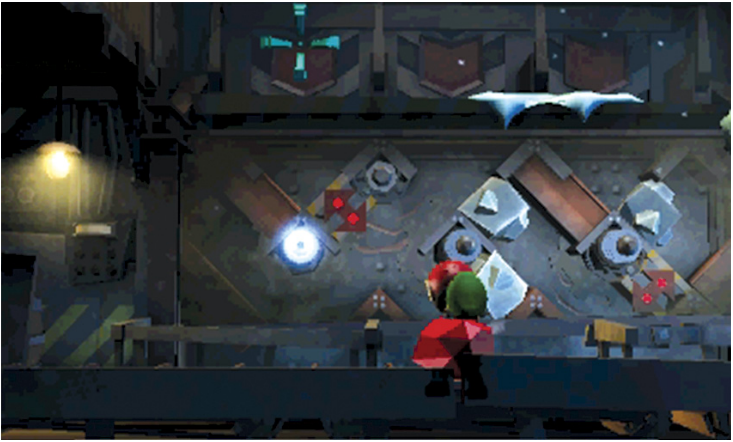
As you move across the gap, watch the crows that come flying along the beam to your left—the appearances alternate between a group of three crows and a single crow. Once you get a sense of the rhythm, move beside one of the gold bars and wait for a gap between the crows. When the path is clear, jump over and grab one gold bar, then leap back to the beam on the right. Repeat the process to collect the remaining treasure.



When you reach the end of the beams, search the nearby barrels and peek through Workshop window. When you're ready, use the door on the east wall to find the Maintenance Room.

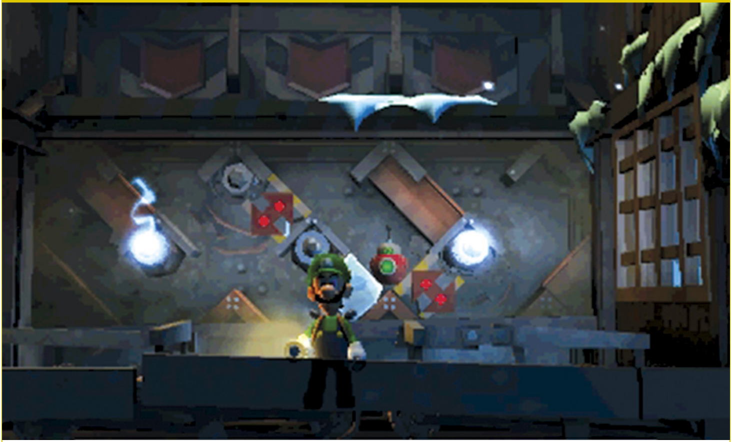


4 Move to the center of the Maintenance Room and answer the call on the Duel Scream. When the call ends, watch the objects that move along the conveyor belt. Scoop up any treasure you see, ignore the crystals, and vacuum the first bomb that appears on the belt.



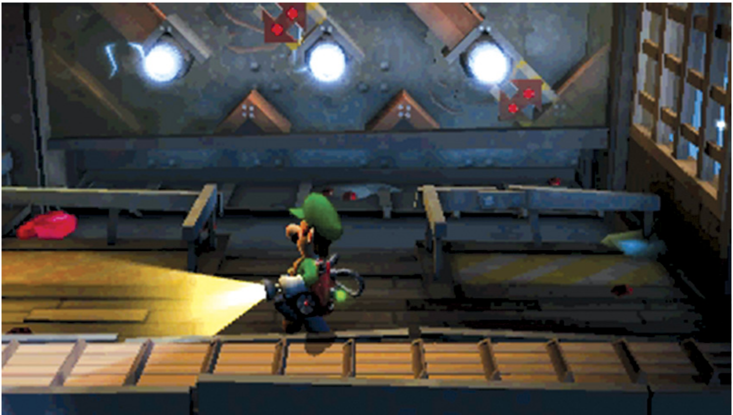
The generator on the north wall isn't working properly. You must use the bombs that appear on the conveyor belt to clear the ice from the frozen gears. Bombs can also be used to reposition the generator's pivoting attachments—which in turn affects the paths bombs can follow down the wall. Use the bombs to clear all three blocks of ice from the generator.

Fix the Generator

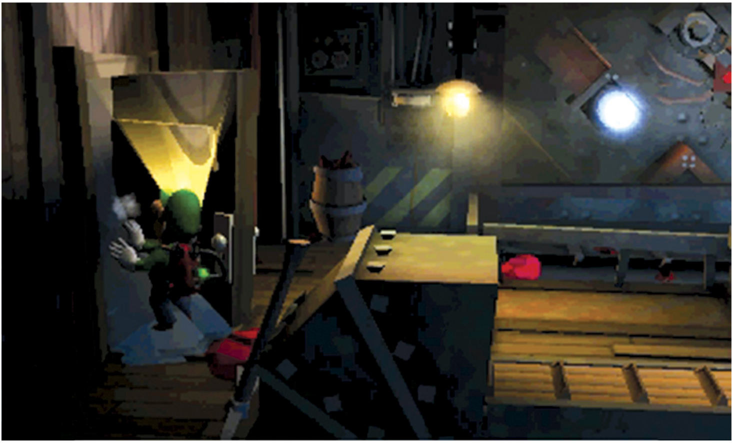


This puzzle has a number possible solutions, but they all utilize the same basic steps—some of these steps can be shuffled around, but this is a fairly straightforward solution:

- Launch a bomb into the left slot. Flash the bomb to knock the first pivoting attachment to the right.
- Launch a bomb in the middle slot. Flash the bomb to destroy one of the ice blocks on the middle gear. This also knocks the first pivoting attachment back to the left.
- Launch a bomb into the left slot. Flash the bomb to knock the first pivoting attachment back to the right.
- Launch a bomb into the right slot. Flash the bomb to destroy the ice block on the right gear.
- Launch a bomb into the right slot. Flash the bomb to knock the second pivoting attachment to the left.
- Launch a bomb into the middle slot. Now that both of the pivoting attachments are aimed toward the middle gear, the bomb lands on the last block of ice. Flash the bomb to free the middle gear and repair the generator.



When all three blocks of ice are destroyed, the generator powers the door just outside the Workshop.



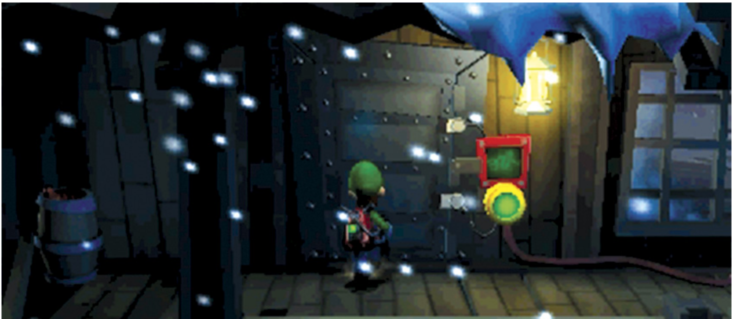
Search any remaining objects, then open the door in the west wall. After the snow spills into the room, answer the Duel Scream to complete the mission and return to the Bunker.

Chilly Ride

Professor E. Gadd's Mission Description

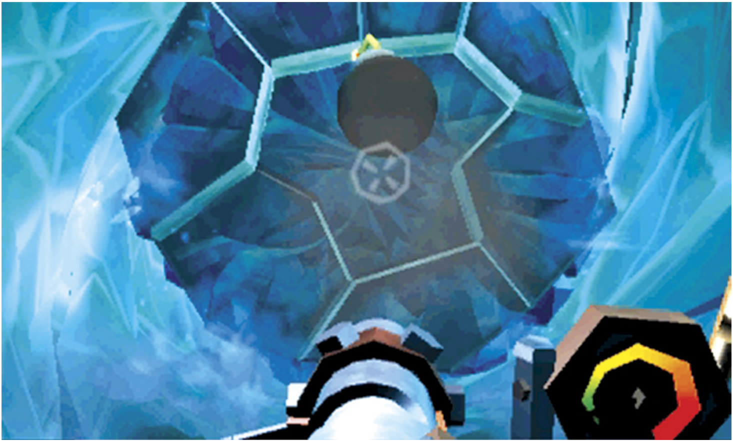
Bingo! I've found the Possessor ghost hiding in the Workshop! And if we've learned anything, it's that where there are Possessors, there are Dark Moon pieces!

Enter the Workshop

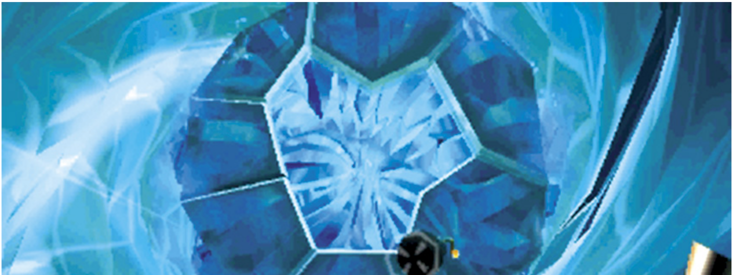


When the mission starts, you're transported to the Workshop Landing. Flash the green circular panel to unlock the door, then head into the Workshop. During a cinematic, the Shrewd Possessorturns a patch of ice into a giant monster. Soon after the monster appears, it drills right through the floor. During the commotion a sled-mounted shooter slides off its platform, scoops you up, and follows the ice monster down the Frozen Pit.

Phase 1



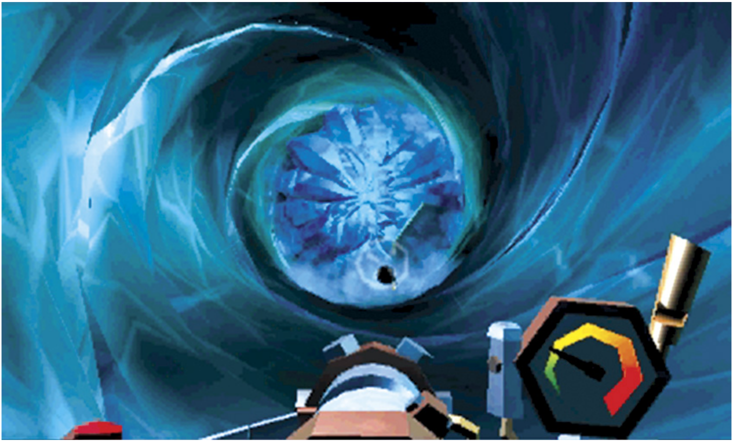
During the battle's first phase, the monster shields itself with eight panels of thick ice. Luckily, the shooter's explosives pack enough punch to break through the monster's defenses.



The shooter can overheat if you fire too quickly. As you attack, use the gauge in the screen's lower-right corner to monitor the shooter's temperature. Each explosive follows a gentle arc, and since the monster spins as it drills through the ice, it can be fairly difficult to hit your intended target. Destroy the large panel in the center of the monster's face, then clear out the surrounding panels.

Tip

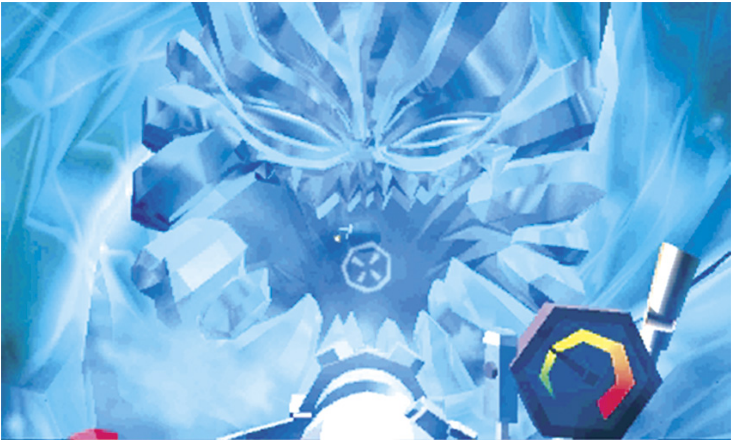
If you hit the seam between two panels, you can destroy both panels with a single explosive.



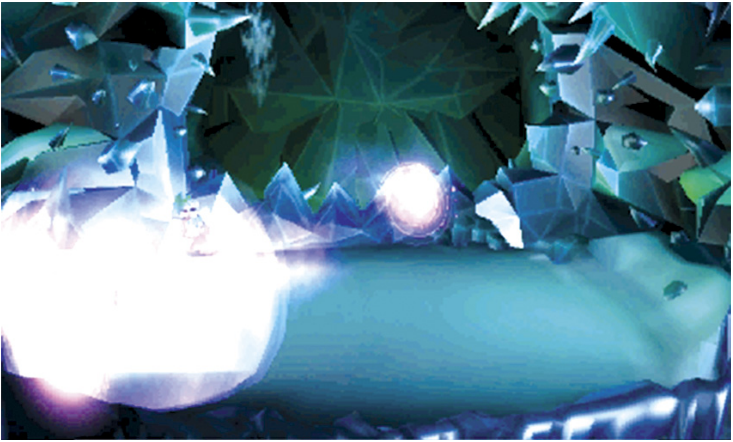
As the monster pulls away from you, adjust your aim to account for each explosive's trajectory. Raise the reticle to allow for a higher arc, or bank the explosives off of the tunnel walls. As you destroy more of the ice panels, accuracy becomes extremely important. Given enough time, the monster will regenerate its missing panels, forcing you to restart the phase.

Tip

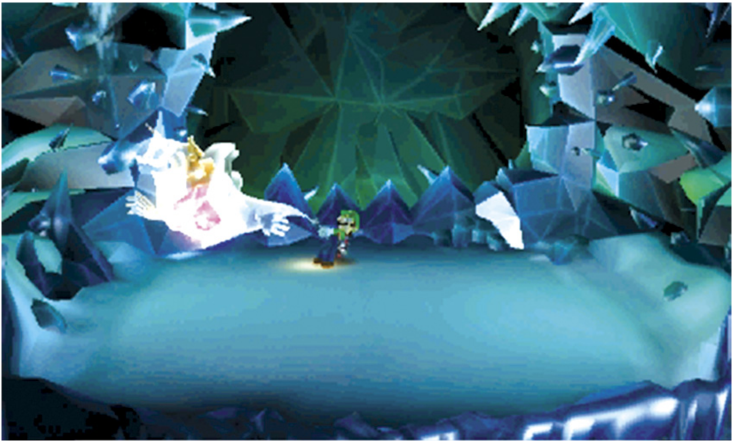
If you're having trouble hitting your target, aim your shots along the tunnel floor. Since you know the exact path the explosive will take, you just have to gauge the moment your intended target will be in position.



When you destroy all eight panels, the monster tries to swallow you. Fire an explosive into its open mouth to knock the Shrewd Possessorout of the ice.

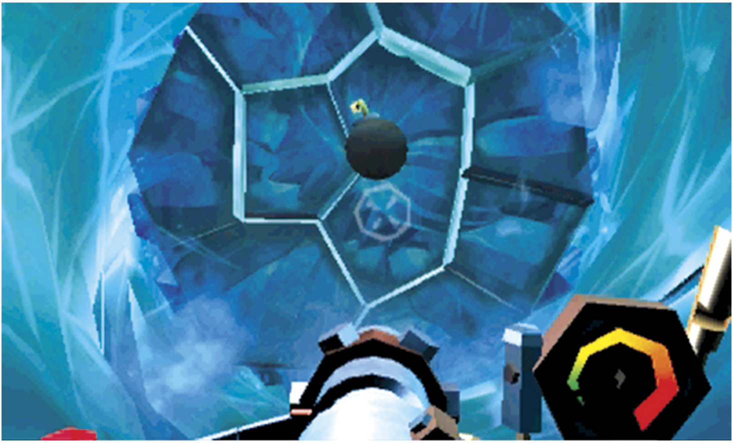


The Shrewd Possessorraises a shield and performs a few charge attacks. Unlike similar enemies, however, the Shrewd Possessorcan teleport around the room. The portal that appears before each charge attack indicates the Sulky Possessor's path. Move clear of each portal until the ghost lowers its shield.

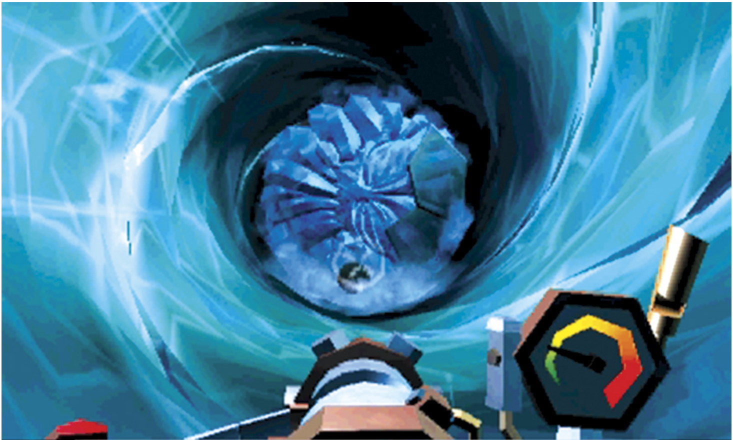


When the Shrewd Possessordrops its defenses, flash the ghost and latch on. Perform an A-Pull to peel the enemy's first layer. The Shrewd Possessordives back into the ice, and the shooter scoops you up for the battle's next phase.

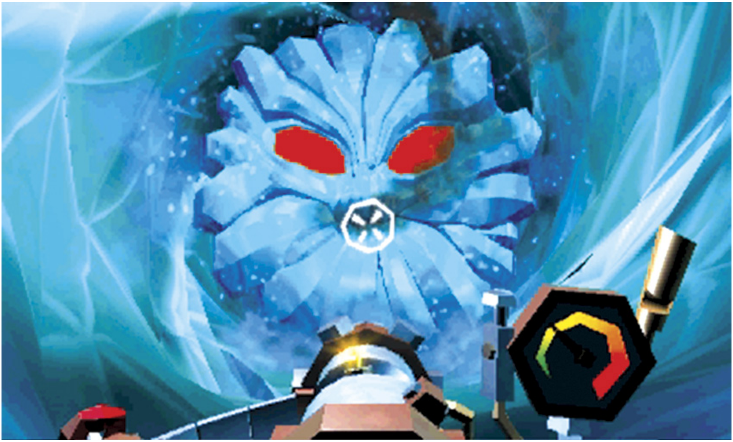
Phase 2



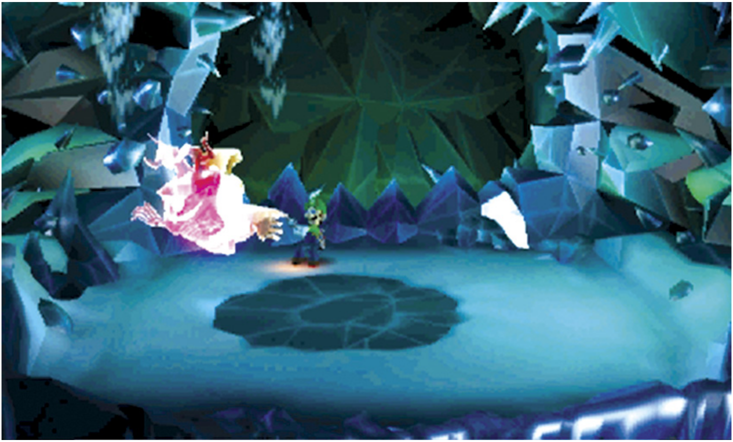
During the battle's second phase, the ice monster summons 10 defensive panels. Try to destroy the two panels at the center of the monster's face before it pulls away from you. The further away the monster gets, the harder it is to hit the center of its face.



The monster moves a bit faster during this phase, but the tactics you used during the battle's first phase should allow you to make the necessary adjustments. Keep an eye on your temperature gauge, but make sure you destroy all nine panels before the monster regenerates.

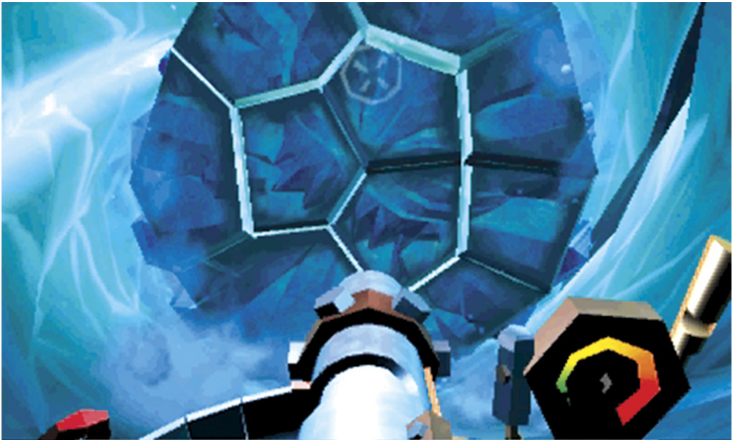


Destroy the panels, wait for the monster to approach, then fire an explosive into its mouth.

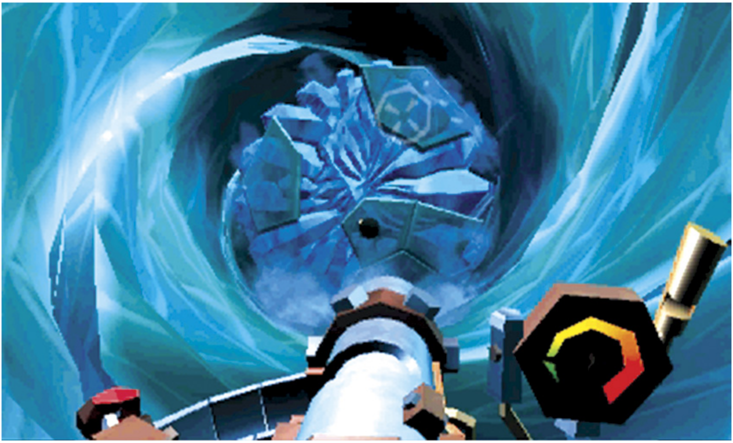


When the Shrewd Possessor reappears, move quickly to dodge its charge attacks. When it drops its shield, flash the Shrewd Possessorand perform an A-Pull to peel its second layer. The ghost returns to the ice and the battles final phase begins.

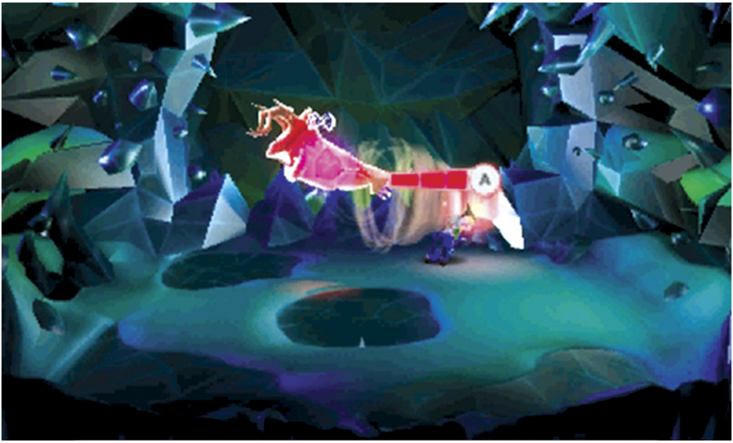
Phase 3



During this phase, the ice monster summons 10 panels. Try to destroy the panels near the center of the monster's face before it pulls too far ahead of you.



As you attack, keep a close eye on the temperature gauge. Stay focused, and remember to adjust your aim as the monster moves farther away. Destroy all 10 panels, then shoot an explosive into the monster's open mouth to reveal the Sulky Possessor.



When the ghost shows itself, move quickly to avoid its charge attacks. When the Shrewd Possessordrops its shield, flash the ghost, latch on with the Poltergust, and perform and A-Pull to capture the Sulky Possessor. Collect the Dark Moon piece, then answer the Duel Scream to complete the mission and return to the Bunker.

Severe Infestation

Professor E. Gadd's Mission Description

We have an infestation on our hands! The Parascope is detecting strong paranormal signals all throughout the Secret Mine. It's go time, Luigi!

Note

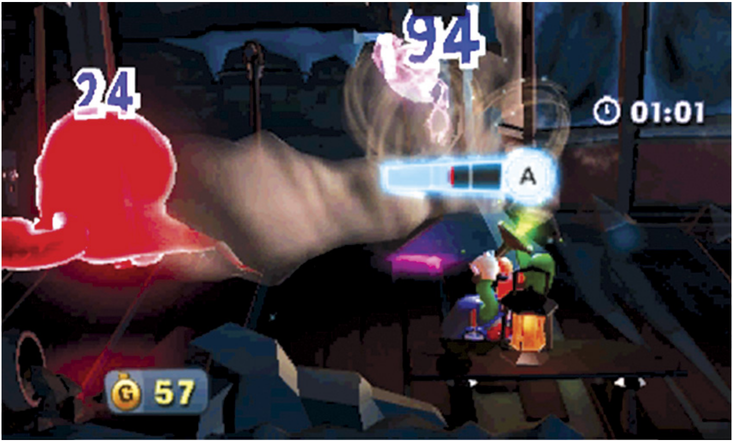
To unlock this mission, you must capture all three of the Secret Mine Boos and collect this mansion's Dark Moon piece.

Like all invasion-based missions, groups of ghosts appear in random locations. Your task is to move from objective to objective, capturing all ghosts as quickly as possible.

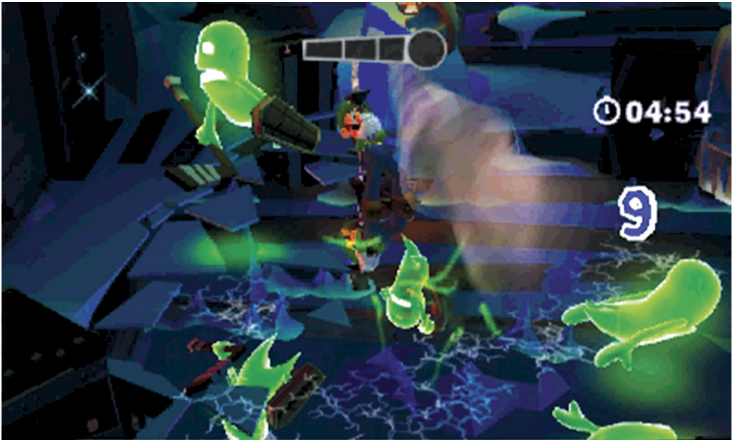
When the mission starts, you're transported to the Chalet. Wait for Professor E. Gadd to give you your first objective, then plot the fastest possible route to the marked location.

Tip

Because it takes several seconds to travel on the elevators and cables located throughout the Secret Mines, a wrong turn can cost you a lot of time. Stay put until you know exactly where you're going!



In addition to the more common ghosts, you'll face Strong Greenies, Strong Slammers, and Strong Sneakers. Of course, you should always try to score simultaneous captures—however, if that's not an option, it's best to pick off the weaker ghosts first.



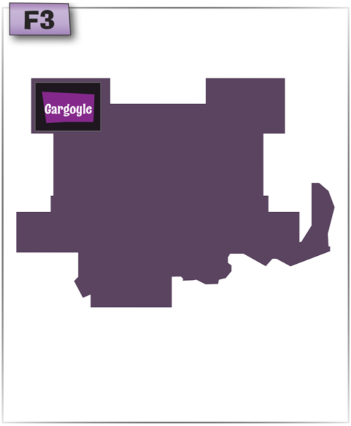
Many of the Greenies you encounter will be wielding special equipment. Remember to disarm these troublesome ghosts before you attempt to capture them.

The icy floors in certain areas can be a big help—the reflections make it much easier to detect hidden enemies. Snow-covered areas are also a big help in locating hidden Sneakers. To earn a 3-star rating, plan efficient routes between objectives, prioritize your targets, and take as little damage as possible. After you clear all of the infestations, answer the Duel Scream to complete the mission and return to the Bunker.

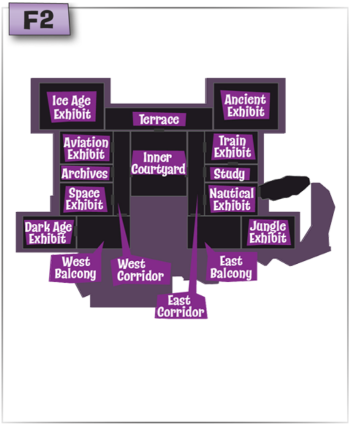
Walkthrough

Treacherous Mansion

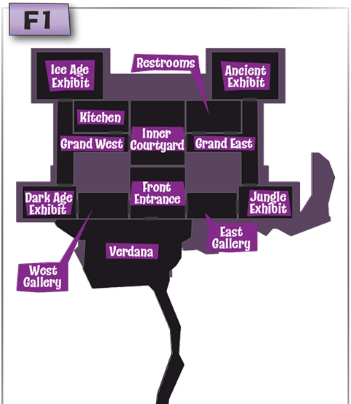
F3



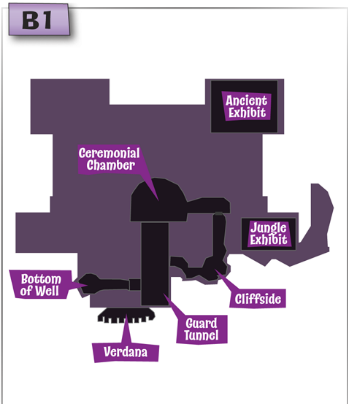
F2

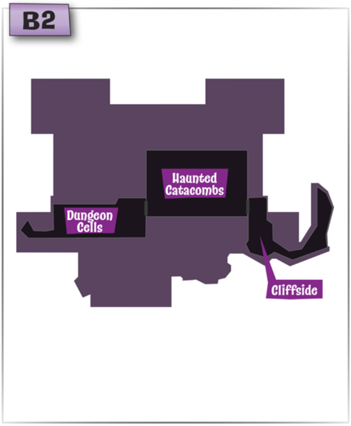


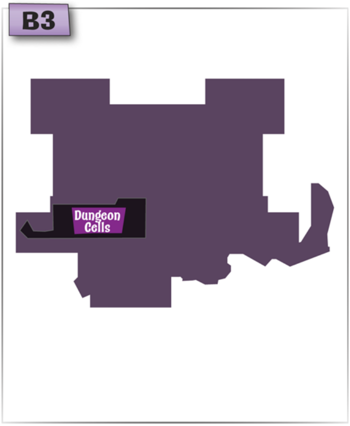
F1



B1







Mansion Overview

Over the time, the Treacherous Mansion has been transformed into a private museum. Many of the building's rooms contain impressive collections of rare artifacts and oddities. This mansion also contains a vast network of E-Gates, making it easy for interested visitors to pop between the many exhibits.

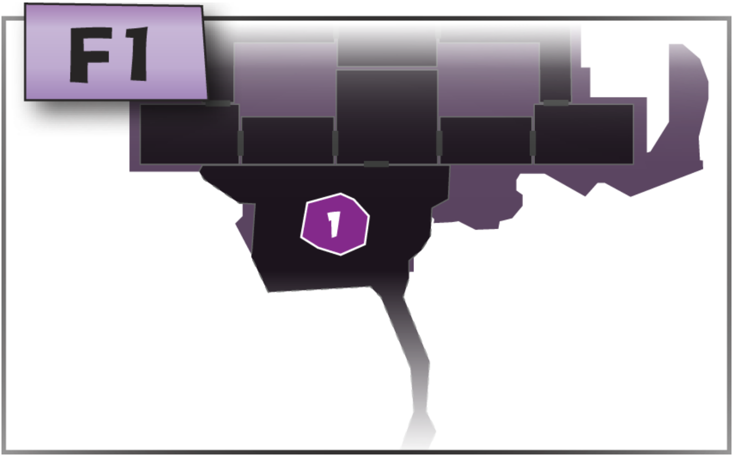
Of course, this lavish mansion has seen better days. The Toad curators have gone missing, and in their absence, some particularly strong ghosts have laid claim to the property. According to Professor E. Gadd, the Treacherous Mansion's paranormal readings are off the charts.

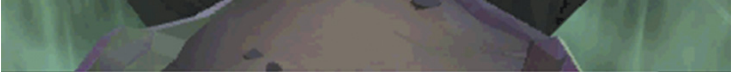
E-1 Front-Door Key

Professor E. Gadd's Mission Description

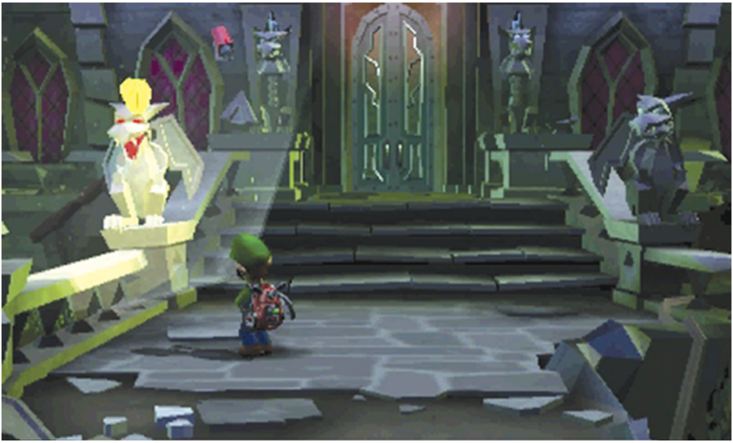
The paranormal activity in this mansion is completely off the charts! Stay on your toes, and start looking for the Dark Moon piece.

Search the Veranda





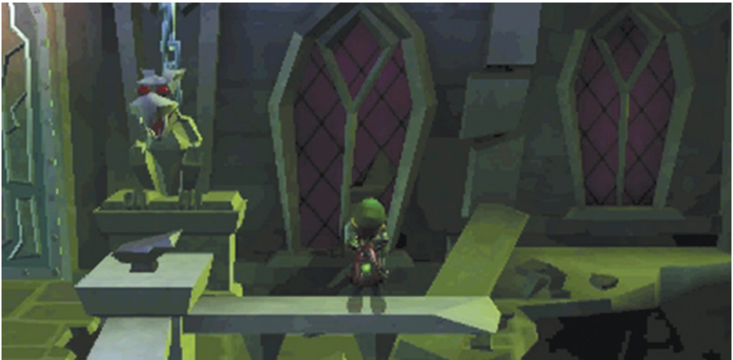
1 When the mission starts, you're transported to a precarious path attached to the Veranda. As you move toward the mansion, the path begins to crumble. Shuffle across the narrow strips that remain.

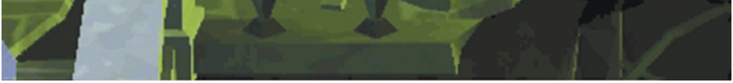


When you reach the end of the Veranda steps, the narrow path crumbles away. Flash the gargoyles lining the steps and attempt to open the mansion's front door.

Tip

Most Gargoyles contain a small amount of treasure. Whenever you find a gargoyle, use the Strobulb to flash its eyes.

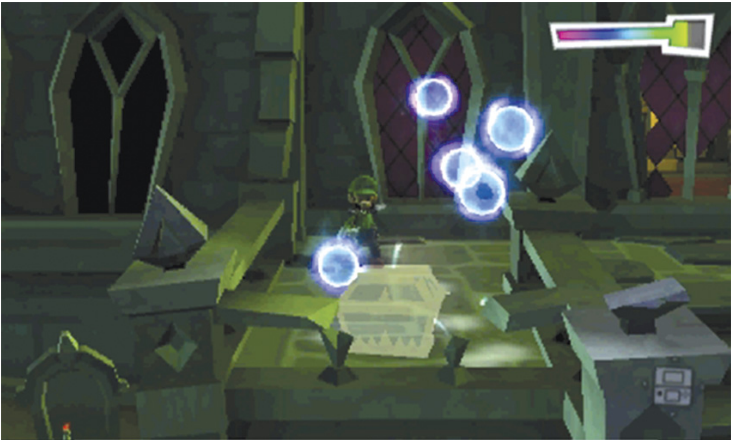




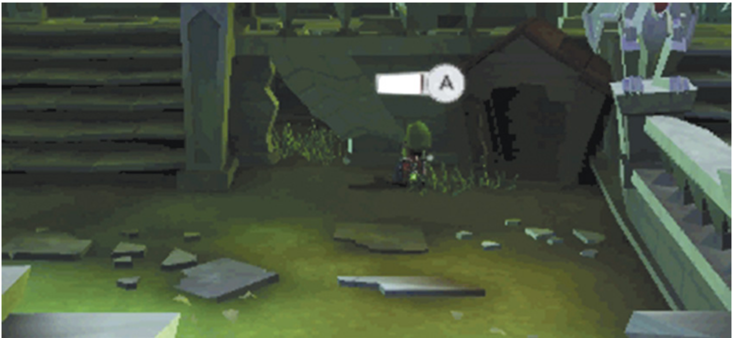
During a brief cinematic, the Polterpup runs off with the Front-Door Key. When you recover, slide a few steps east and use the window to peek into the Front Entrance. When you're finished watching the sinister goings-on, follow the porch west and explore the Veranda.

Tip

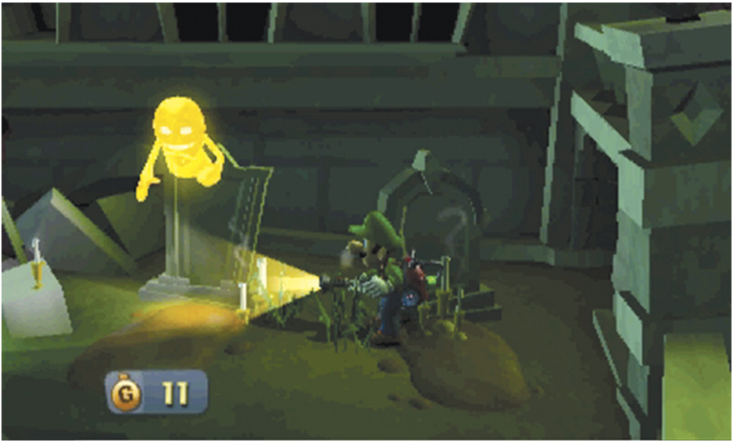
Use the broken window west of the front door to peak into the West Gallery.



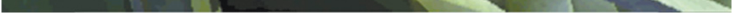
Move to the west edge of the porch and use the Dark-Light Device to reveal the chest near the broken railing. Capture the Spirit Balls, search the chest, then head down the nearby steps.



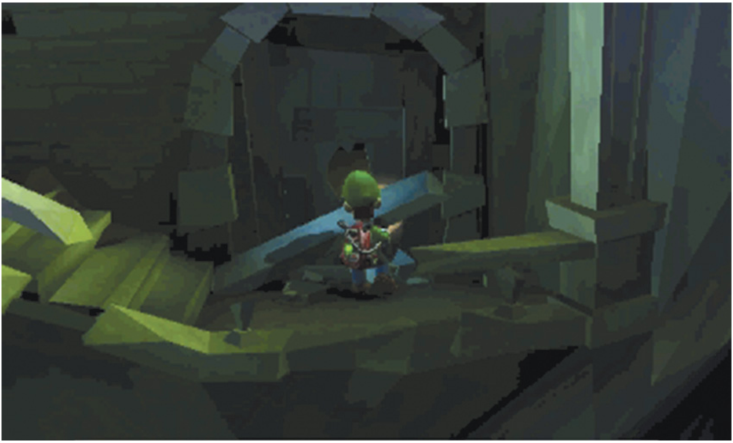
When you reach the bottom of the steps, the Polterpup leaps down to level B1. Before you follow it, take the time to search the area. Slide a few steps to the east and collect the treasure stashed in the doghouse. A-Pull the false bricks just west of the doghouse, then follow the revealed passage to the small graveyard at the Veranda's northwest corner.



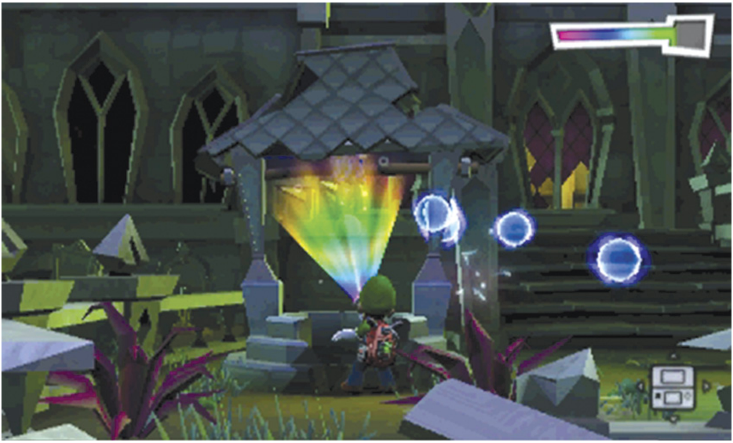
Flash the crows perched on the headstones, then use the Poltergust to extinguish the nearby candles. When all of the flames are gone, a Gold Greenie emerges from one of the graves. Capture the ghost before it escapes, then collect the resulting treasure and head back through the hidden passage.



Locate the steps along the area's south edge. Vacuum the purple weeds near the well, then head down the steps to look for the Polterpup. A-Pull the weeds growing out of the wall, and flash any bats that emerge from the openings.

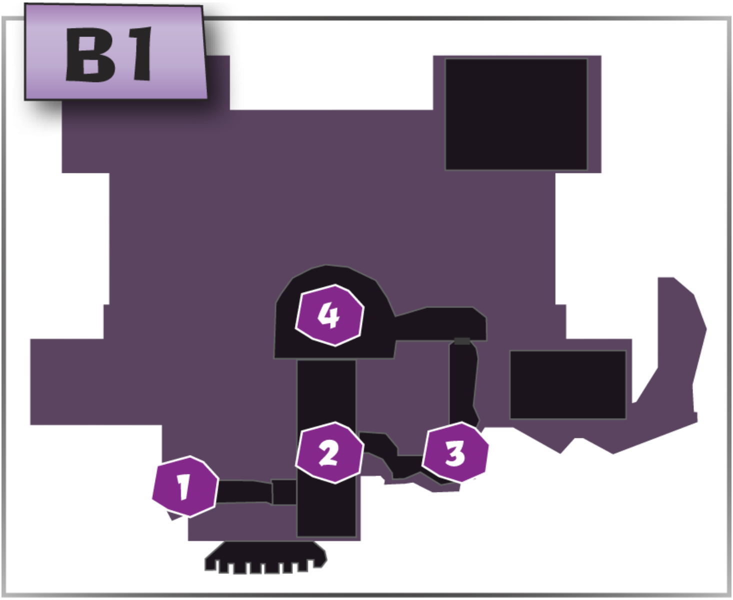


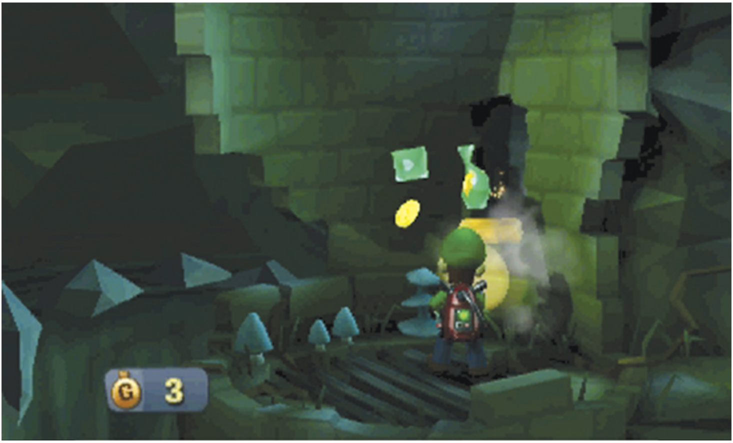
The door at the bottom of the steps is blocked. Peek through the hole to see glimpse the Polterpup in the Guard Tunnel, then head back up the stairs to find another path into the area.



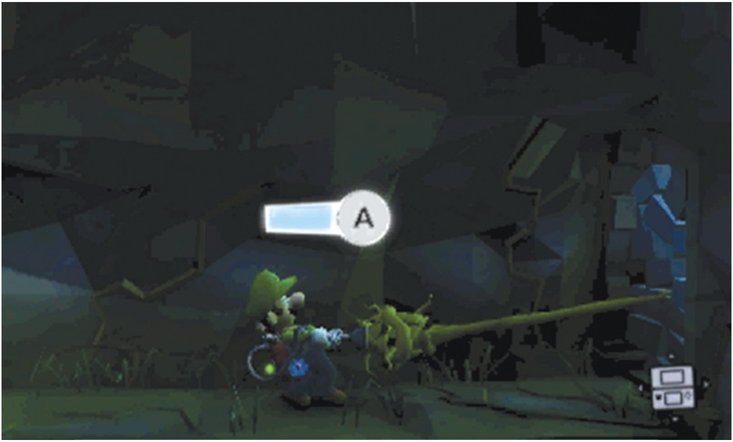
Use the Dark-Light Device to reveal the missing chain above the well, then capture the Spirit Balls that appear. When you're ready, latch onto the chain and ride down to the Bottom of the Well.

Reach Level B2

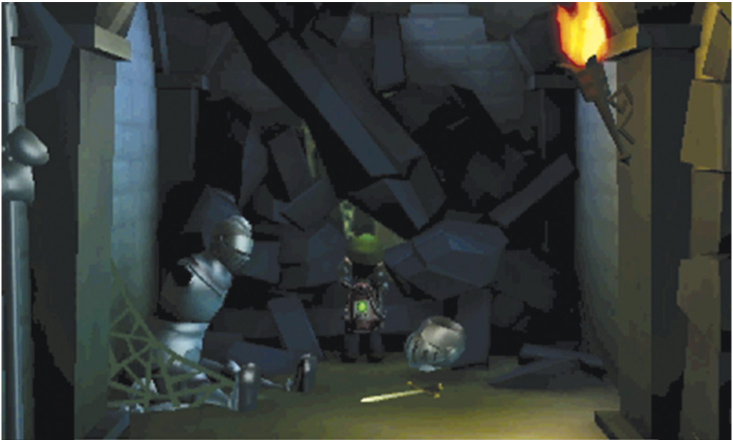




1 When the cinematic ends, vacuum the false bricks on the wall to find some stashed treasure. When you're ready, follow the path to the east.



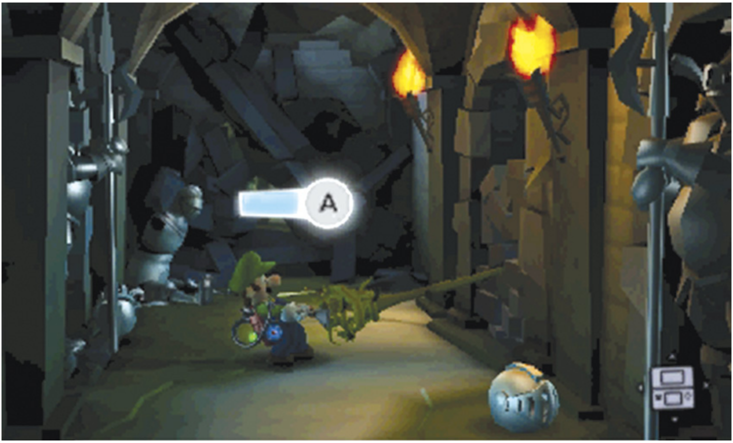
Flash the spiders in your path and vacuum the mushrooms growing along the passage. When you're ready, A-Pull the knotted vine in the east wall. After the bricks crumble, follow the path into the Guard Tunnel.



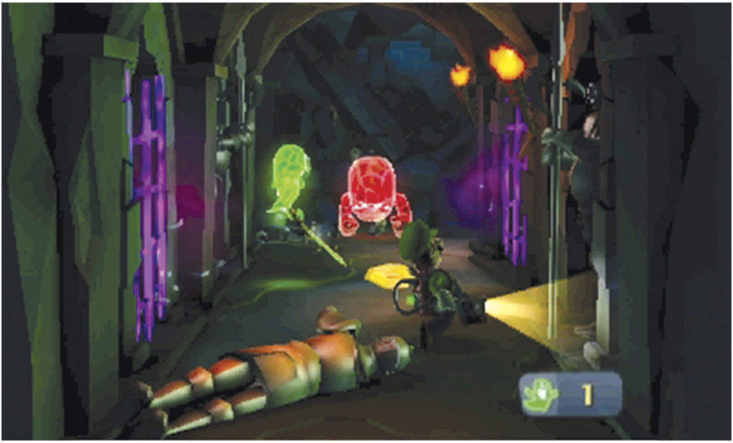
2 When you enter the Guard Tunnel, the Polterpup leaps through the room's north wall. Peek through the hole in the north wall to seen the Polterpup in the Ceremonial Chamber.

Tip

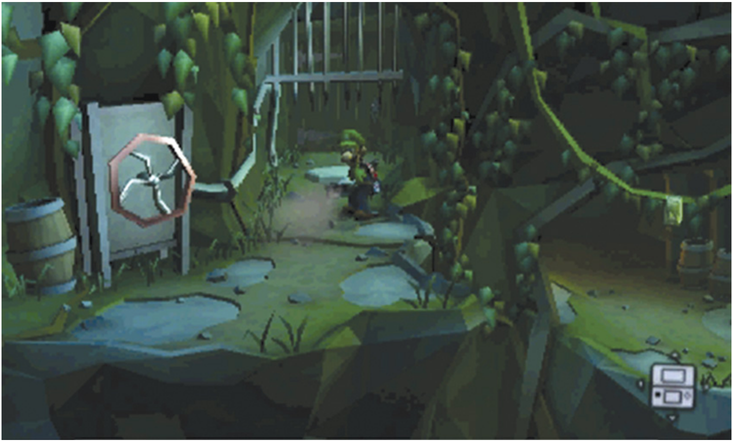
When you back away from the hole, turn around and flash the Strobulb. If you're fast, you should catch the gold mouse scurrying through the Guard Tunnel.



When you're ready, A-Pull the knotted vine on the east wall. When the bricks crumble, two Strong Greenies enter the room. Soon after the battle starts, a Strong Slammer and a third Strong Greenie appear in the Guard Tunnel. Try to capture the first two ghosts before their reinforcements arrive.



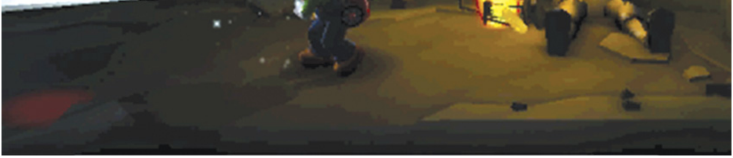
The Strong Greenies tend to use the swords and helmets littered about the room. Watch out for spinning attacks, and disarm any specially equipped enemies as soon as possible. After you capture all four ghosts, head through the hole in the east wall to find the Cliffside.



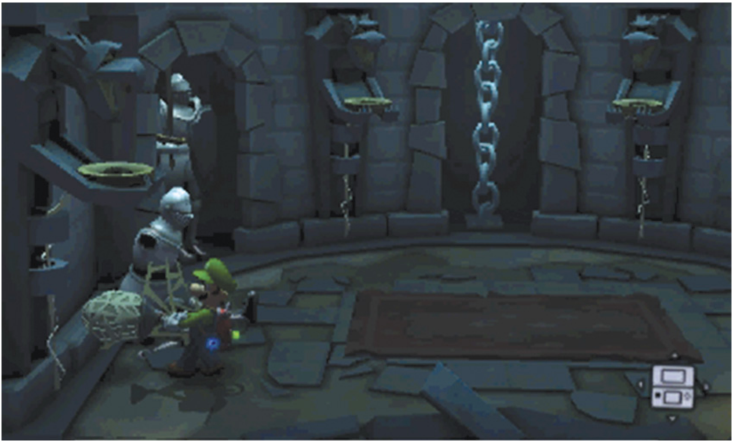
3 Vacuum the mushrooms along the Cliffside path and search the barrel near the wheel mounted on the wall. Move to the gate at the end of the path, then turn around and vacuum the wheel. When the gate is completely raised, slip under the bars and continue to the Ceremonial Chamber.

Note

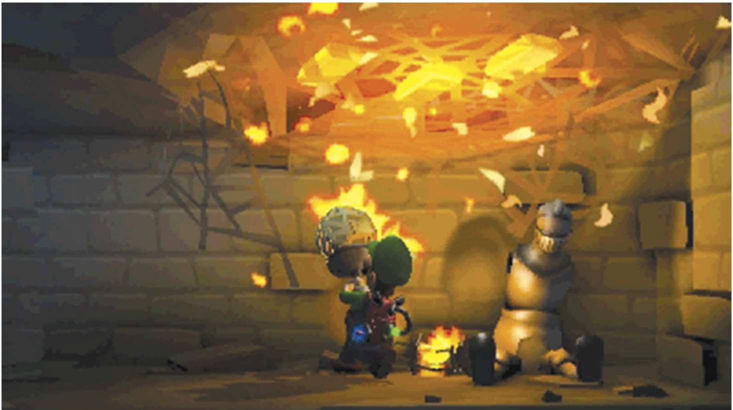
The Baguette Diamond is attached to the vine just across the gap. Before you can collect the Gem, you must find a path to the Cliffside's B2 level.

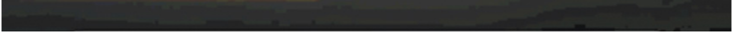


4 When you first enter the Ceremonial Chamber, you do so through a small passage on the room's east side. Flash the spiders in the passage, then move into the room's main area.

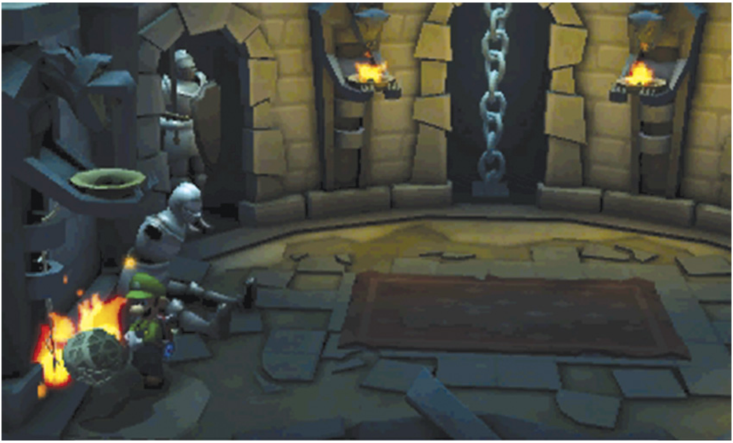


Cross the Ceremonial Chamber and vacuum the ball of webbing near the west wall. Carry the web-ball into the passage on the east side of the room.

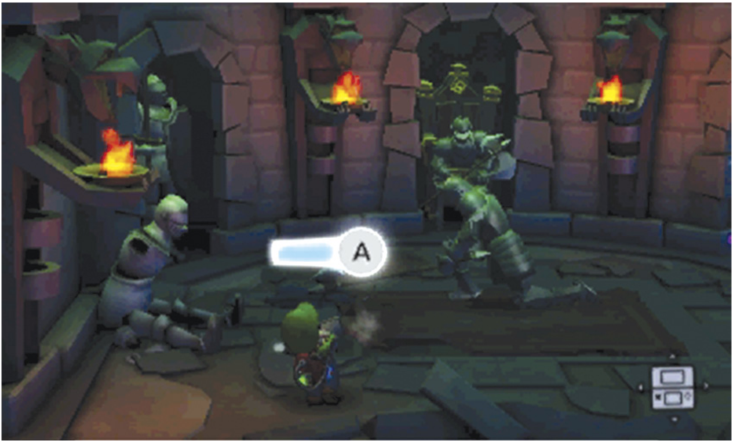




Use the lantern on the floor to ignite the web-ball, then burn the large web on the ceiling above you. Collect the treasure that drops to the floor, then head back across the Ceremonial Chamber to grab a fresh web-ball.



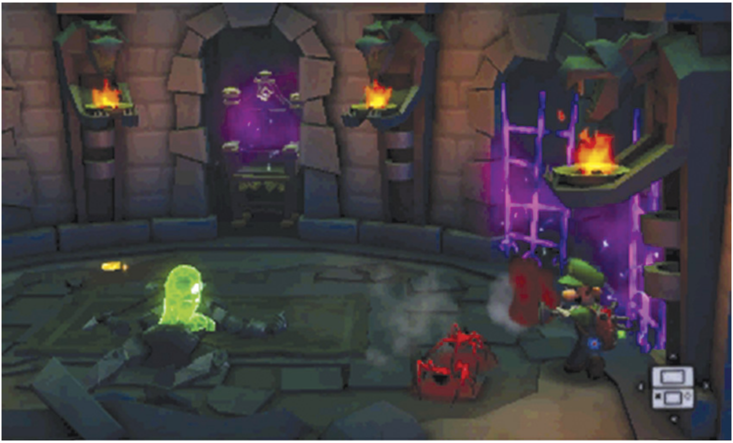
Take the web-ball back to the passage and light it on fire. Circle the Ceremonial Chamber and use the burning web-ball to ignite the three unlit sconces. When all of the room's sconces are lit, it triggers a cinematic.



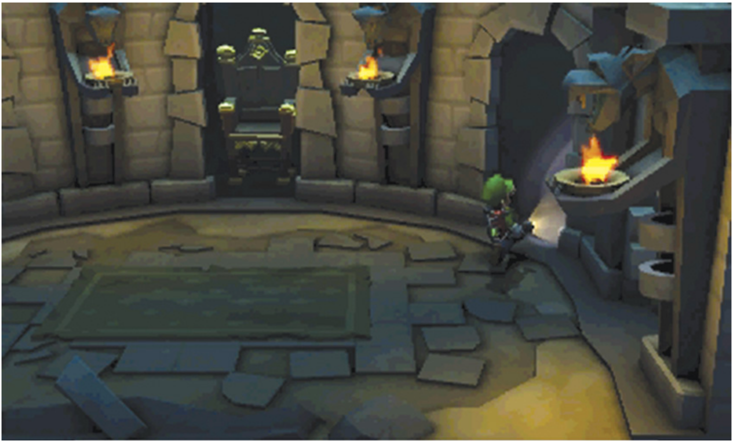
When the cinematic ends, one of the nearby suits of armor steps into the room and attacks. Lure the armor to the center of the Ceremonial Chamber. When the armor steps on the rug, vacuum one of the rug's corners and perform an A-Pull. When the armor crashes to the ground, a Strong Greenie emerges from the pieces.

Tip

Each time the armor swings its axe, it takes a few seconds to recover. This is usually the best time to perform your A-Pull.

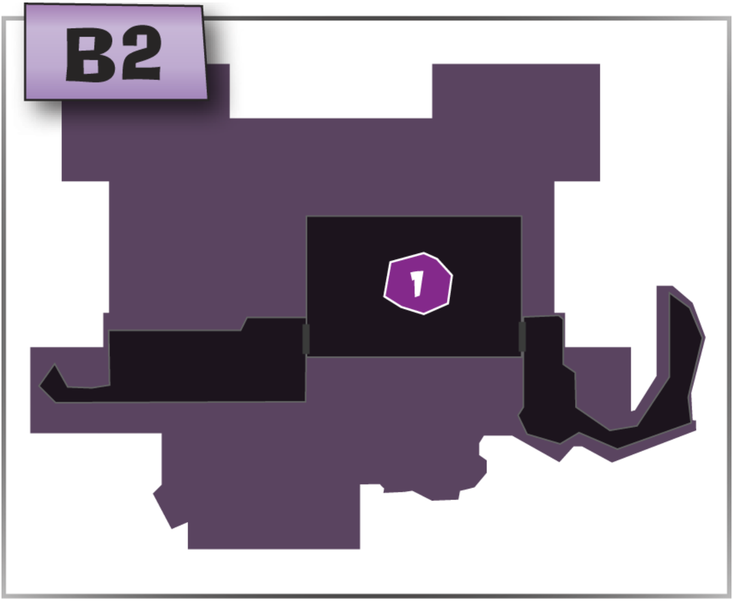


After you capture the Strong Greenie, a second suit of armor attacks. Once again, you must lure the armor to the center of the room and A-Pull the rug out from under it. This time, however, each time the armor slams its axe into the ground, some red spiders fall down from the ceiling. Flash any nearby spiders, then capture the Strong Greenie.



After you clear the room of enemies, search the arch in the east wall to find a hidden chest. After you search the chest, climb onto the throne in the north wall and ride down to level B2.

Reach the Underground Lab



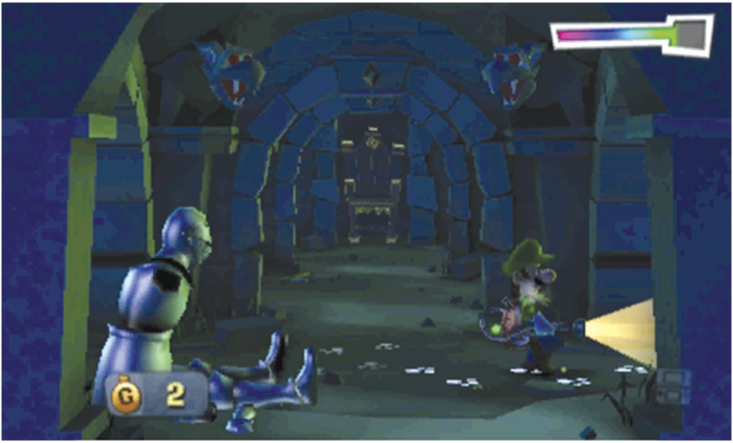
Note

The Touch Screen map isn't available while you're in the Haunted Catacombs.

1 The Haunted Catacombs can be a very confusing area. This room is essentially a collection of intersections, but many of the available paths are simply illusions. One wrong turn, and you find yourself back where you started! When you land in the area, use the Dark-Light Device to reveal the Polterpup's trail. You can follow the trail directly to the Underground Lab, but there are a few secret paths worth exploring along the way.

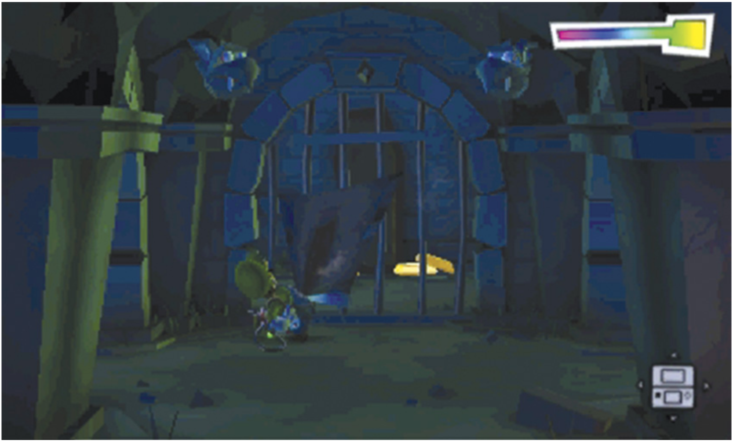
Tip

There are gargoyles located throughout the Haunted Catacombs. Remember to flash them before you leave each intersection.



From the throne, follow the trail south. When you reach the suit of armor, turn around and flash the gold frogs that appear to the north. Collect the treasure, return to the armor, and follow the trail to the east.

When you reach the next intersection, look for the suspicious coffin in the background. The Polterpup's trail continues to the east—before you follow it, move north and inspect the coffin.

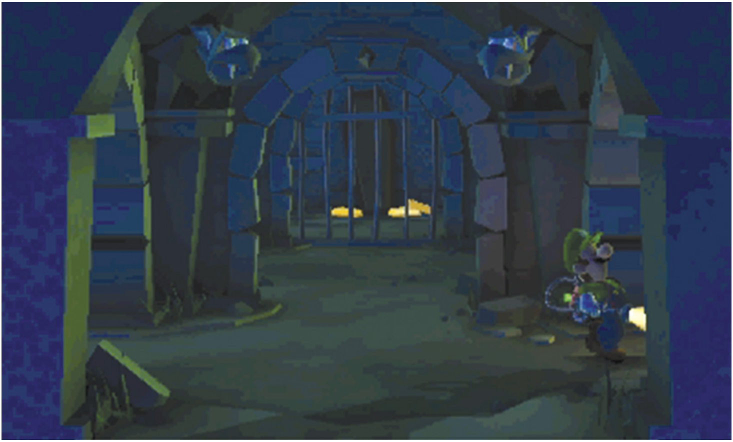


What appears to be a coffin is actually a painting! Vacuum the painting to find that while there is, in fact, a coffin against the north wall, the path is blocked by a set of bars. You must find a different route to the coffin.

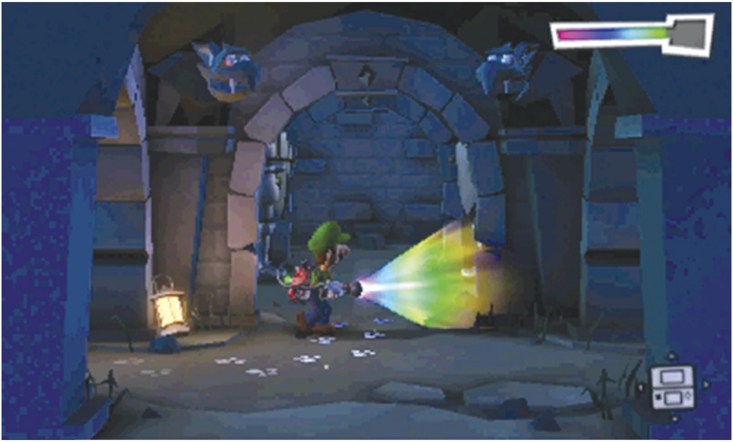
Haunted Catacombs Path: From the Throne to the Coffin Painting

Take the following pathto reach the coffin painting:

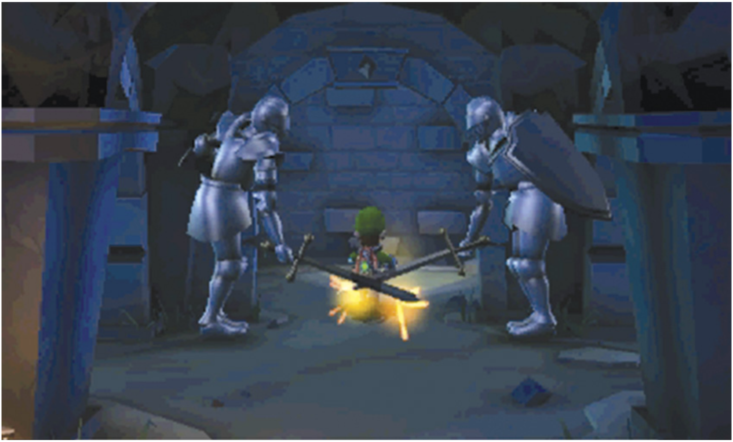
- From the throne, move two intersections to the south to find a suit of armor.
- Move one intersection to the east. The coffin painting can be seen to the north.
- Move one intersection to the north and vacuum the coffin painting.



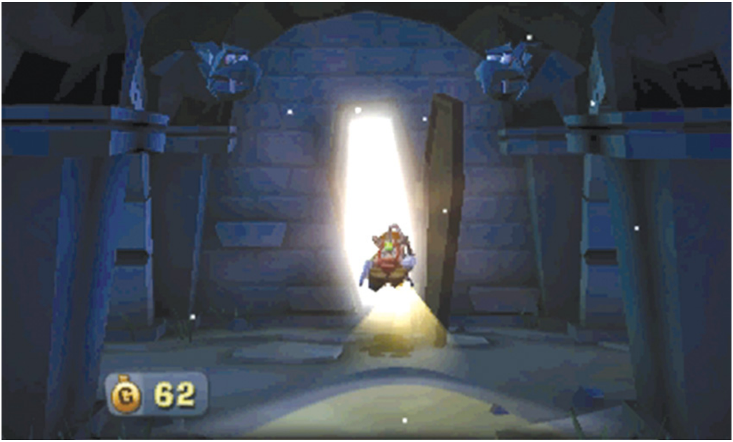
After you reveal the bars, return to the Polterpup's trail: move south one intersection and follow the trail east.



When you reach the next intersection, the Polterpup's trail leads up to the north wall. Switch off the Dark-Light Device and run straight to the north wall.



The suits of armor attack as you pass between them—to avoid taking damage, you must be running at full speed. When you reach the north wall, use the Dark-Light Device to find the Polterpup's trail. Before you follow trail to the east, move west one intersection to find the coffin behind the bars.



Collect the treasure on the ground, then open the coffin to find a bonus challenge.

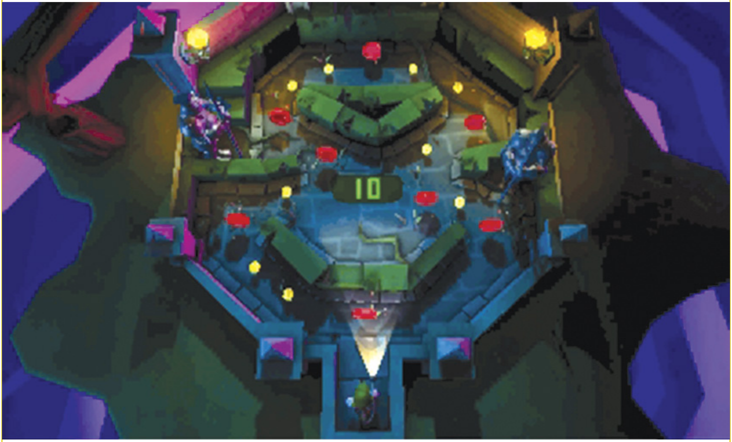
Haunted Catacombs Path: From the Coffin Painting to the Coffin.

Take the following path to reach the bonus challenge:

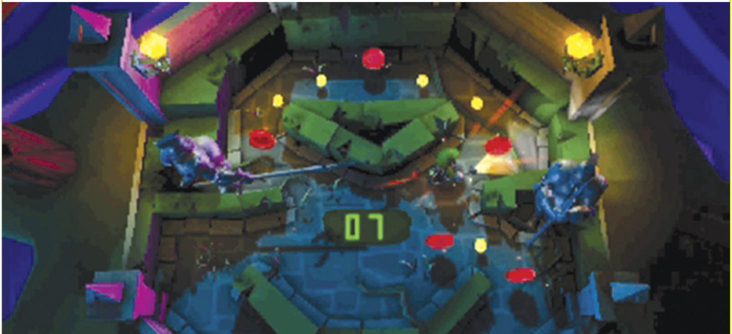
- After you vacuum the coffin painting, move one intersection to the south.
- Move one intersection to the east.
- Move two intersections to the north. You have now passed between the sword-swinging suits of armor to arrive at the north wall.
- Move one intersection to the west and open the coffin.

Bonus Challenge: Haunted Catacombs Coffin

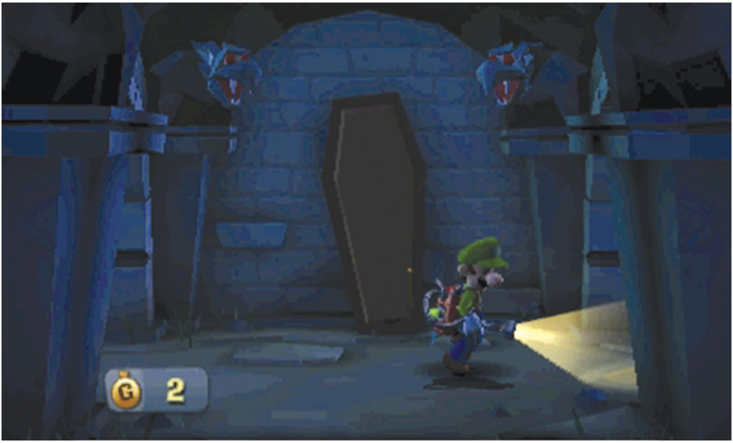
During E-1 Front-Door Key, the coffin in the Haunted Catacombs contains a bonus challenge.



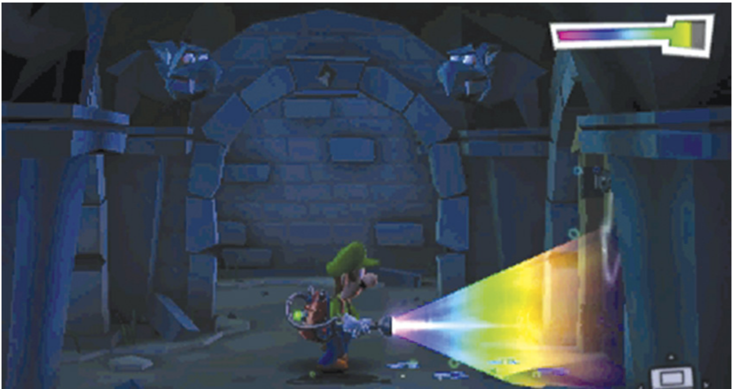
During this challenge, you must collect eight Red Coins within the allotted time. When the challenge starts, grab the Red Coin directly in front of you, then follow the trail to the left.

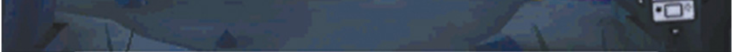


Cut across the center of the maze and follow a figure-eight pattern to collect the remaining Red Coins. This not only allows you to maintain your top speed, it keeps you safe from the pike-wielding suits of armor. Collect all Red Coins within the time limit to reveal a chest at the center of the maze. Open the chest and collect the treasure to complete the challenge and return to the Haunted Catacombs.

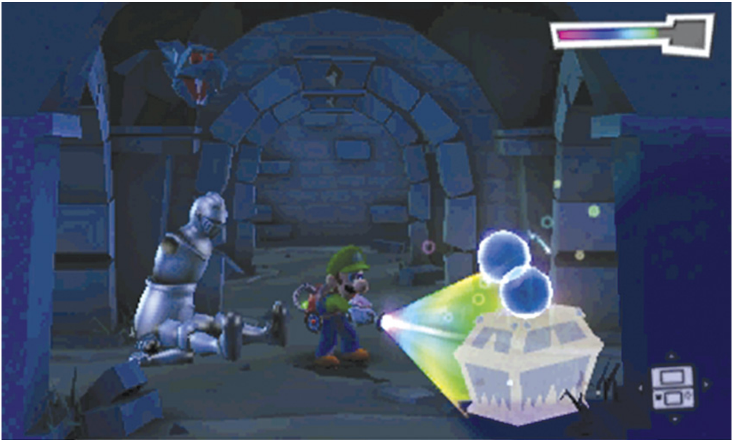


After you emerge from the coffin, move east one intersection to return to the Polterpup's trail. Follow the trail as it leads you east one intersection, then south one intersection.





The Polterpup's trail ends at the door to the Underground Lab. Before you head inside, however, move south one intersection to find a suit of armor.



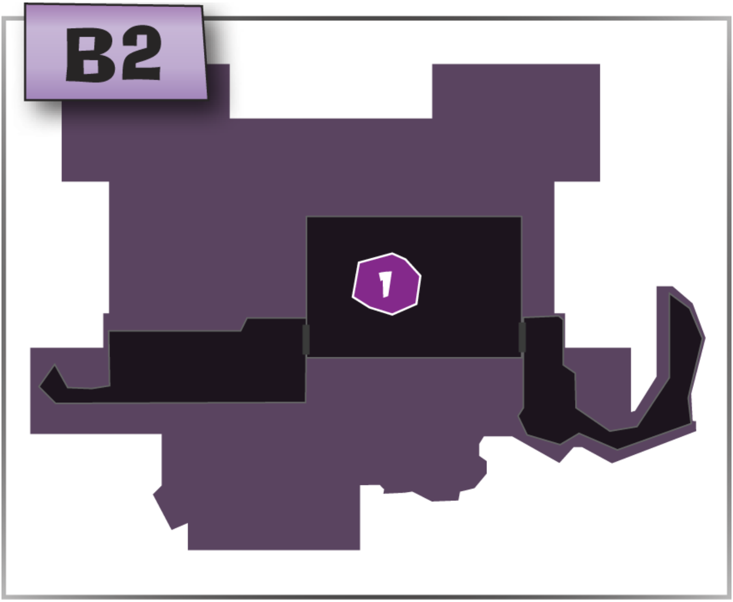
Use the Dark-Light Device to reveal the chest at the southeast corner of the intersection. Capture the Spirit Balls and search the chest, then move north one intersection and use the door on the east wall to enter the Underground Lab.

Haunted Catacombs Path: From the Coffin to the Underground Lab

Take the following path to reach the Underground Lab:

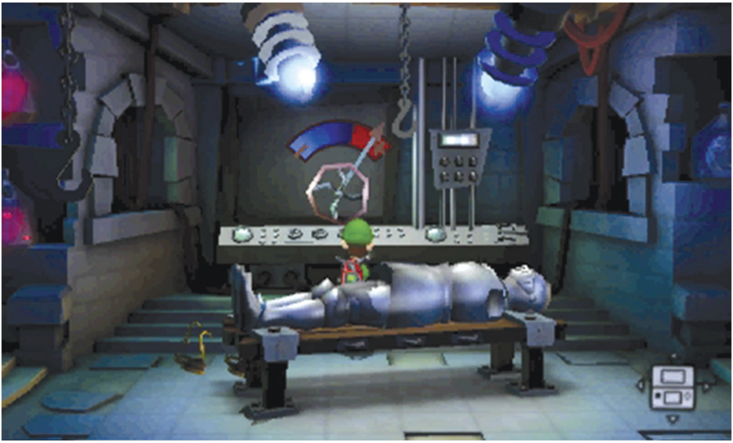
- After you emerge from the coffin, move two intersections to the east.
- Move one intersection to the south to find the door to the Underground Lab.
- Move one intersection to the south and use the Dark-Light Device to reveal a hidden chest.
- Move one intersection to the north to return to the door. Head through the door in the east wall to enter the Underground Lab.

Search the Underground Lab



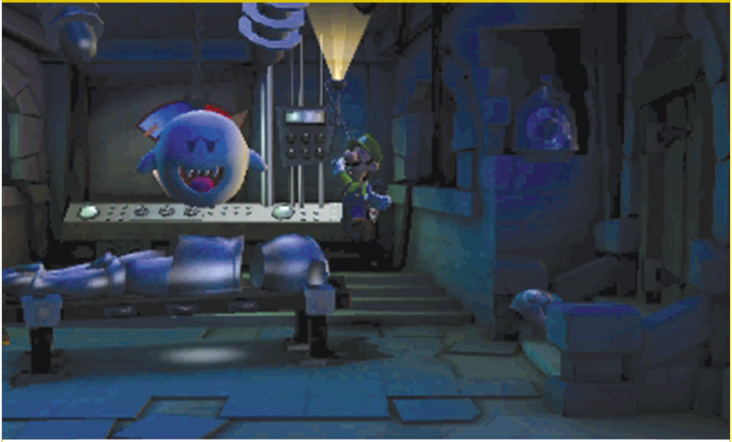
The Underground Lab is located inside the Haunted Catacombs, so the Touch Screen map is not available while you're in this room.

1 When you first enter the Underground Lab, two Strong Greenies are conducting an experiment. When the cinematic ends, vacuum the safety goggles off of both Strong Greenies. As you do, watch out for the Strong Sneaker lurking in the room. Defeat all three ghosts, then move to the north wall.

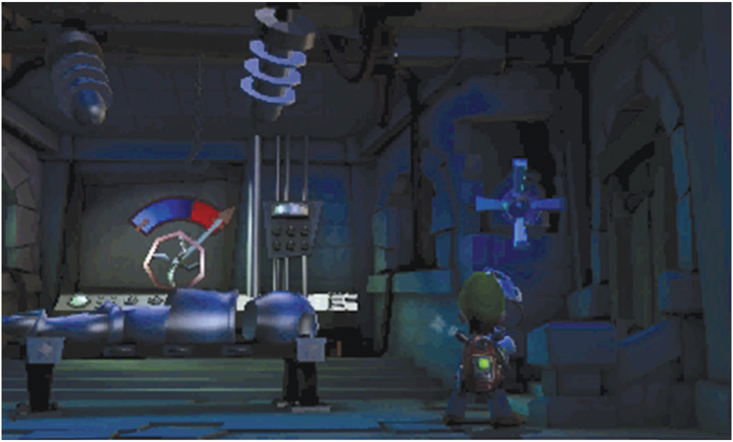


Vacuum the wheel mounted on the wall until electricity strikes the table in the center of the room. The jolt shakes the suit of armor to pieces, revealing the hidden Boo.

Boo Location



This mission's Boo is hiding in the Underground Lab. Vacuum the wheel on the north wall until the Boo shows itself, then use the established tactics to weaken and capture Boolldog.

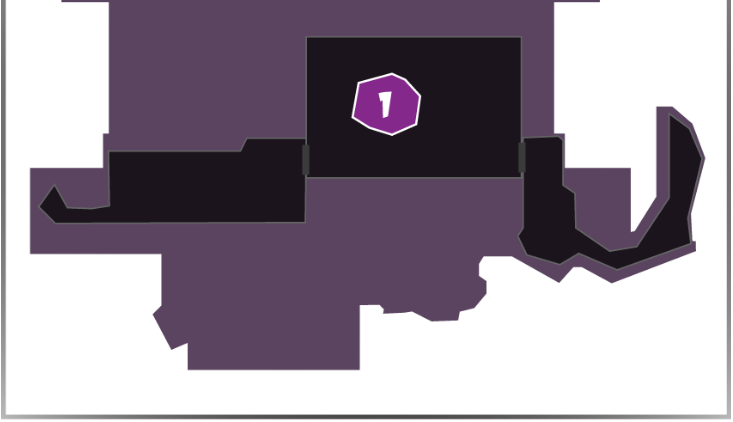


After you clear the room, locate the helmet that fell off the table when the armor fell apart. Vacuum the helmet and move near the door on the east wall. Aim the Poltergust at the nearby shelf until the targeting reticle appears. Launch the helmet to destroy the glass jar, then vacuum the Round Diamond down from the shelf. Use the same method to destroy the glass jars on the west wall, finish searching the room, then head through the door in the east wall.

Gem Location

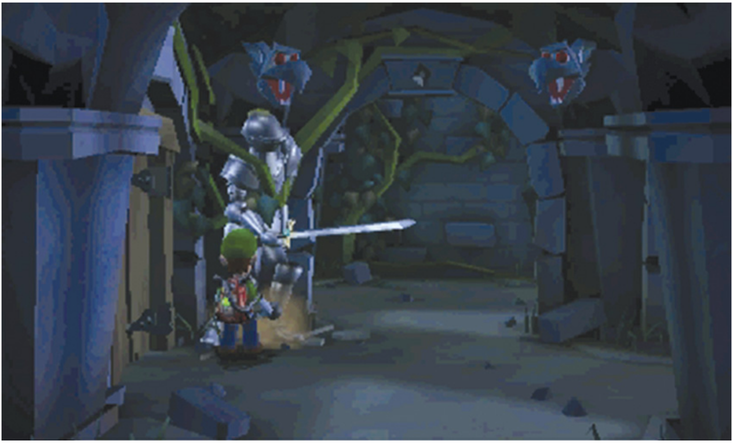
Vacuum the wheel in the Underground Lab to zap the suit of armor, then vacuum the helmet and launch it at the glass jar on the east wall. After you destroy the jar, vacuum the Round Diamond down from the shelf.

Reach the Cliffside

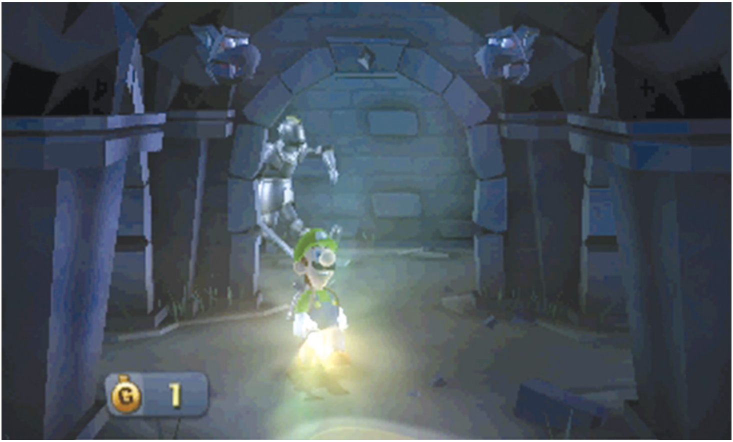


Note

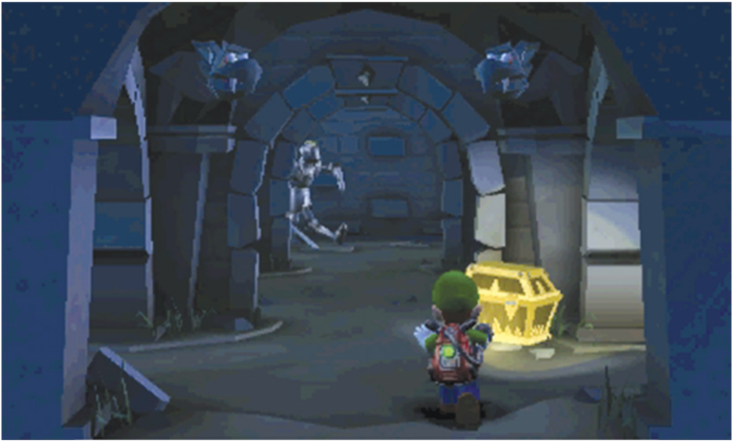
In this half of the Haunted Catacombs, a wrong turn causes you to appear one intersection north of the door to the Underground Lab.



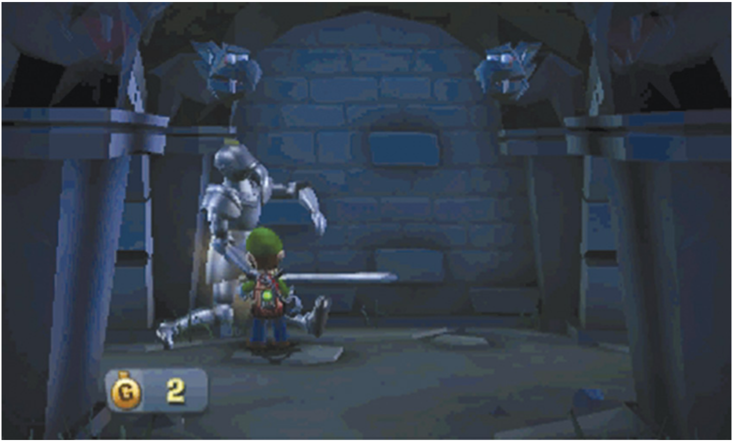
1 When you enter the second half of the Haunted Catacombs, you can follow the Polterpup's trail straight to the Dungeon Cells. However, there are some important items hidden in and around the maze. Search the suit of armor near the Underground Lab door. When you do, the armor points its sword to the right. Move one intersection to the east and look for the next clue.



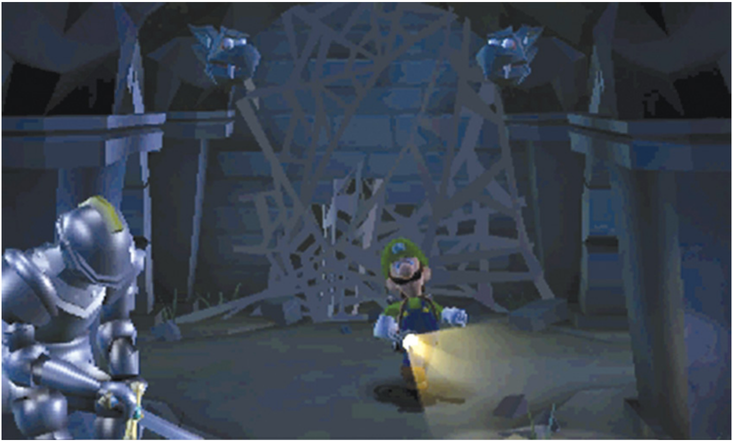
When you reach the next intersection, there's a suit of armor leaning against the north wall. This armor provides your next clue, but before you examine it, move one intersection to the south.



Open the chest in the northeast corner of the intersection and collect the treasure that spills out of it. When you're ready, run straight to the north wall.



Examine the suit of armor leaning against the north wall. Just as the sword indicates, move one intersection to the east.

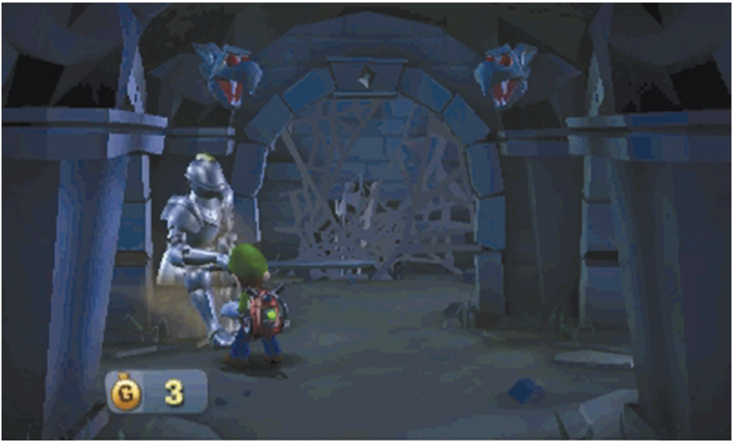


When you reach the next intersection, there’s a large web on the north wall. In the foreground, there’s another suit of armor.

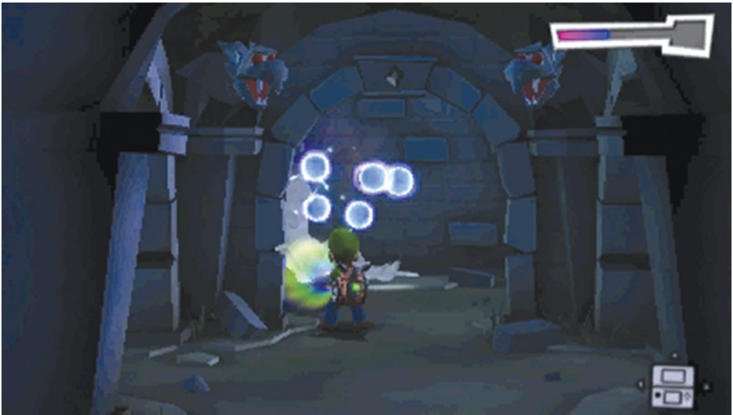
Haunted Catacombs Path: From the Underground Lab to the Large Webs

Use the following path to reach the large webs:

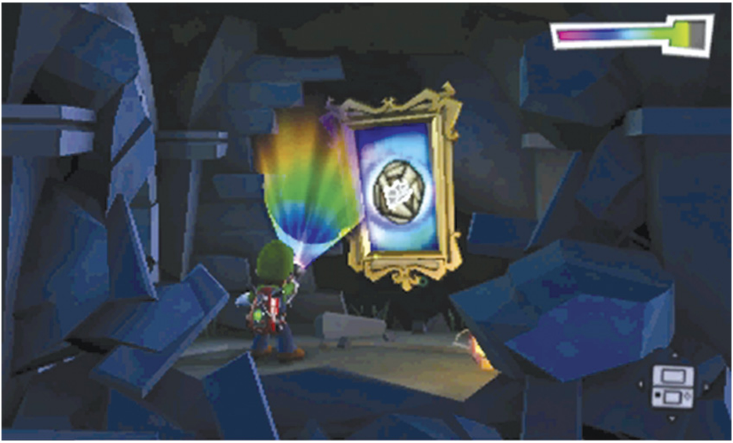
- Exit the Underground Lab and examine the suit of armor.
- Move one intersection to the east. There's a suit of armor on the north wall.
- Move one intersection to the south to find a chest.
- Move two intersections to the north and examine the suit of armor.
- Move one intersection to the east. There are large webs on the north wall and a suit of armor in the foreground.



After you reach the large webs, move one intersection to the south and examine the suit of armor. Move one intersection to the east, just as the sword indicated.



When you reach the next intersection, there's no suit of armor in sight. Use the Dark-Light Device to reveal the armor leaning against the north wall. Capture the Spirit Balls, then move to the north wall and examine the armor.

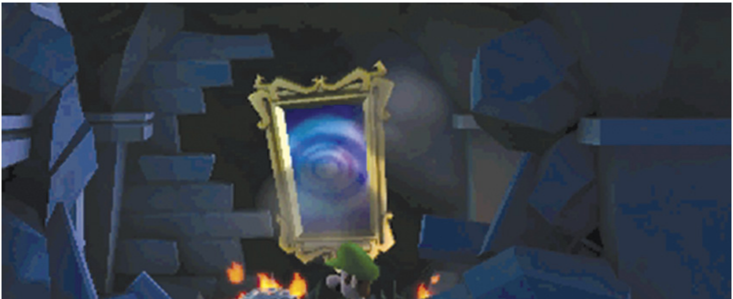


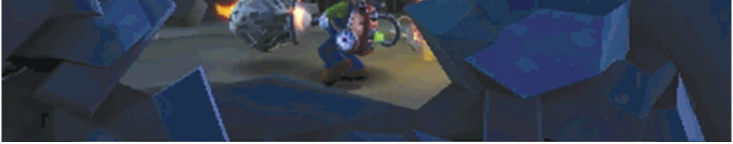
Upon inspection, the newly revealed armor points its sword east. Move east one intersection to find a framed sketch. Use the Dark-Light Device to pull a ball of webbing out of the sketch. Vacuum the web-ball and use the lantern on the ground to light it on fire.

Haunted Catacombs Path: From the Large Webs to the Framed Sketch

Use the following path to reach the framed sketch:

- After you reach the large webs, move one intersection to the south and examine the suit of armor.
- Move one intersection to the east. Use the Dark-Light Device to reveal the suit of armor on the north wall.
- Move one intersection to the north and examine the suit of armor.
- Move one intersection to the east to find the framed sketch.





After you have the flaming web-ball, retrace your steps back to the large webs.

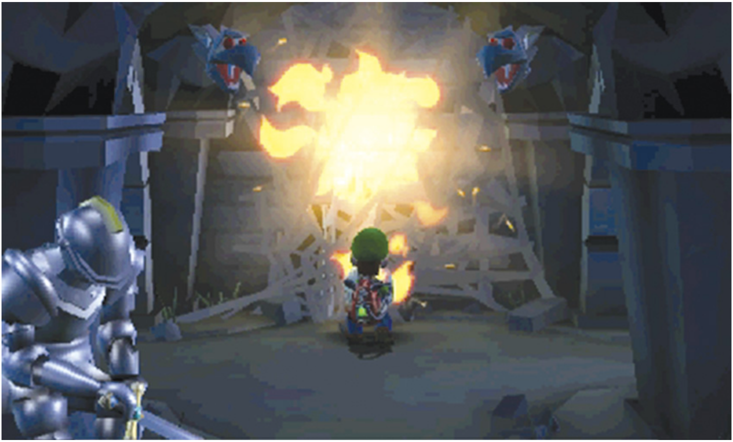
Haunted Catacombs Path: From the Framed Sketch to the Large Webs

Use the following path to reach the large webs:

- Move one intersection to the west.
- Move one intersection to the south.
- Move one intersection to the west.
- Move one intersection to the north.

Note

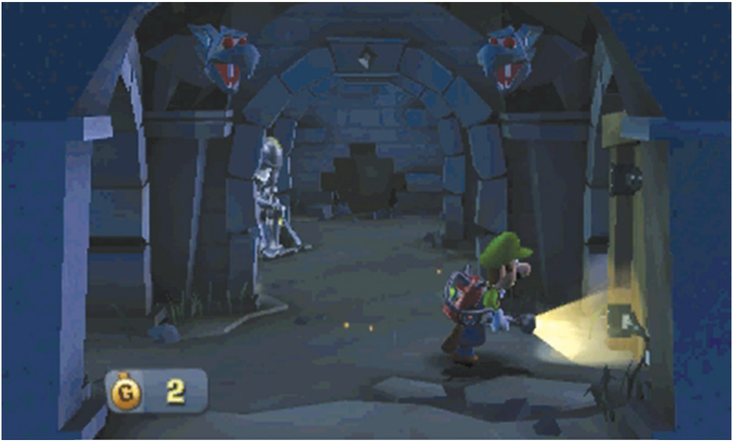
If you make a wrong turn, the flaming web-ball survives the trip to the start of the maze. Move south one intersection, then follow the path you originally took to find the large webs.



When you reach the large webs, use the flaming web-ball to destroy them. Once the webs are gone, collect the Trillion Diamond from the hole in the wall.

Gem Location

The Trillion Diamond is hidden behind the large webs in the second half of the Haunted Catacombs. Follow the path indicated by the suits of armor to find the large webs and, eventually, the framed sketch. Use the Dark-Light Device to pull the web-ball out of the sketch, light it on fire, then return to the webs and clear them from the wall.

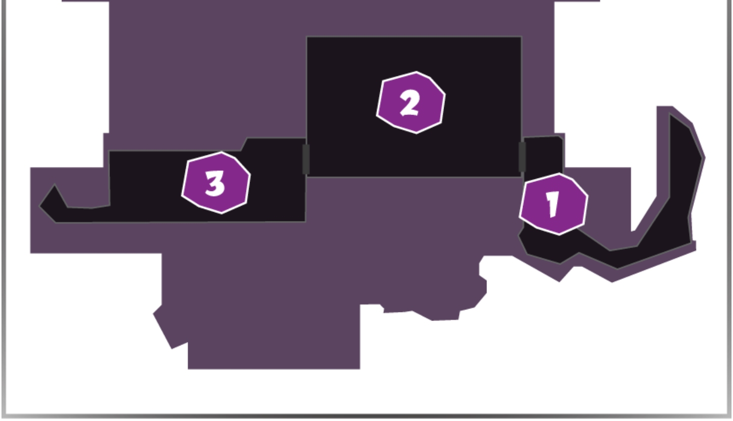


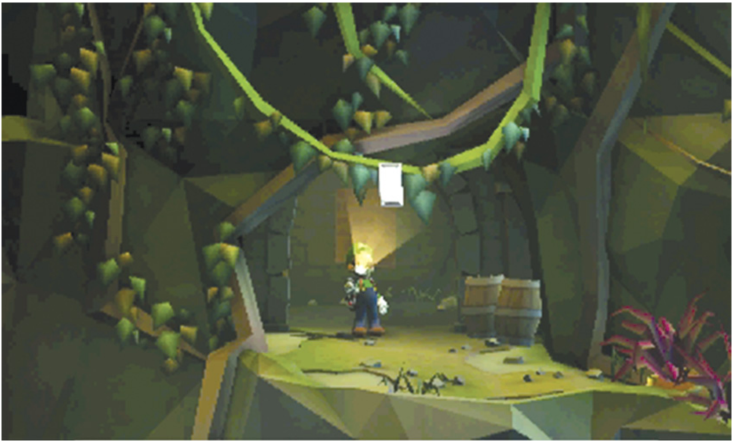
After you collect the Trillion Diamond, move two intersections to the south. Open the door in the east wall to find the B2 level of the Cliffside.

Haunted Catacombs Path: From the Large Webs to the Cliffside

To reach the B2 level of the Cliffside, simply move two intersections south of the large webs—or, if you've already destroyed the webs, move two intersections south of the hole the north wall. Open the wooden door in the east wall to head outside.

Reach the Dungeon Cells

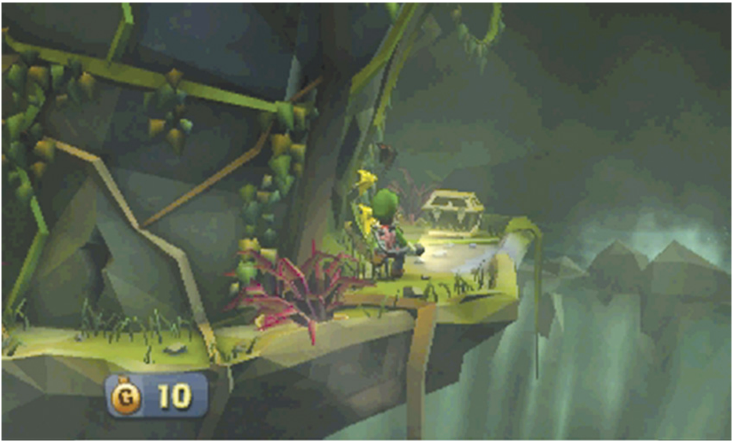




1 When you reach the B2 level of the Cliffside, the Baguette Diamond is hanging in the foreground. Use the Poltergust to vacuum the Gem, then A-Pull the false bricks on the north wall. Collect the revealed treasure stash, then search the nearby barrels.

Gem Location

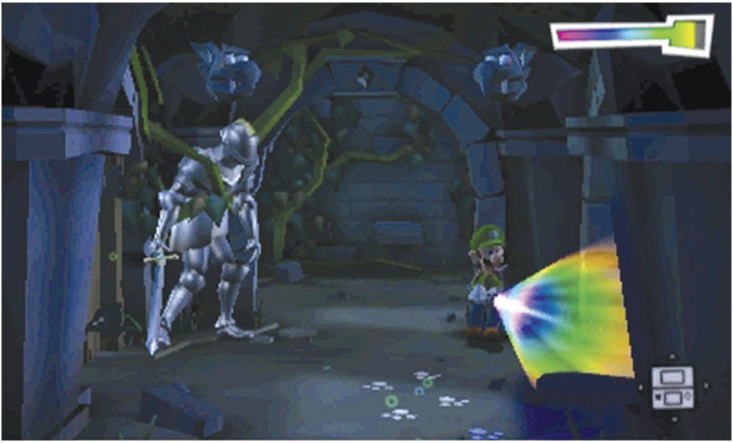
Navigate the Haunted Catacombs to reach the B2 level of the Cliffside, then vacuum the Baguette Diamond down from the vine.



Follow the narrow path as it curves to the east. There's a crevice between two pairs of purple weeds. As you approach it, some bats burst out of the opening and fly across your path. As you continue along the path, look for the crevice just past the second pair of purple weeds. Approach slowly and flash the gold bats that fly out from the opening. Search the chest at the end of the path, then head back into the Haunted Catacombs.

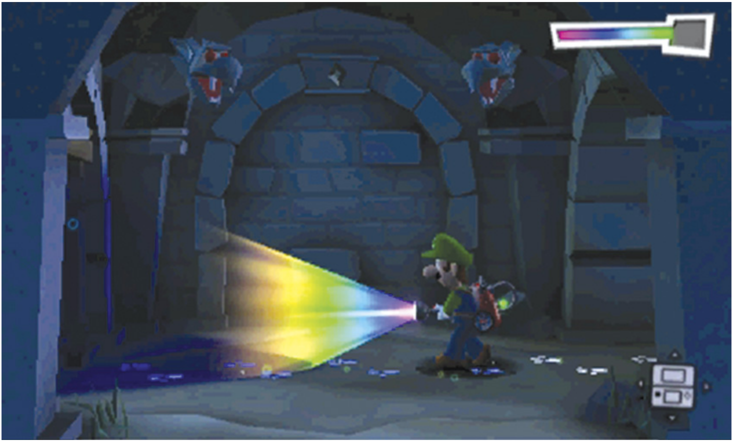
Tip

Remember to vacuum the purple weeds located along the Cliffside path!



After you explore the Cliffside, it's time to track down the Polterpup. Return to the intersection just outside the Underground

Lab to pick up the Polterpup's trail. To do this, you can retrace your steps through the maze, but it's much simpler to make a wrong turn. When you're sent to the start of the maze, move one intersection to the south.



Use the Dark-Light Device to follow the Polterpup's trail to the Dungeon Cells. From the door to the Underground Lab, move one intersection to the south, then move one intersection to the west. Head through the door in the west wall to find the Dungeon Cells.

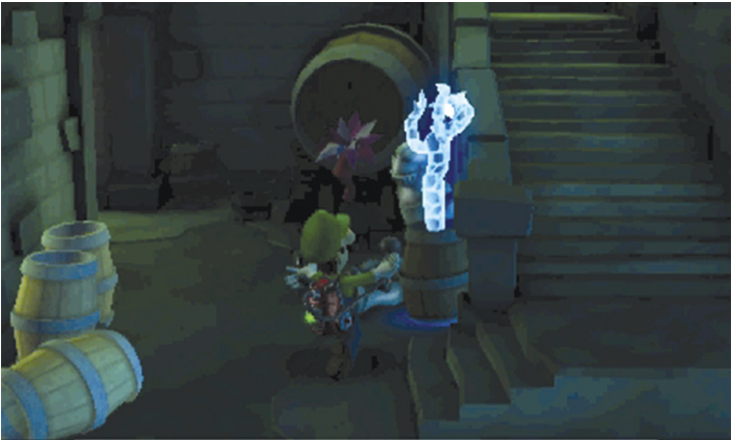
Haunted Catacombs Path: From the Cliffside to the Dungeon Cells

Take the following path to reach the Dungeon Cells:

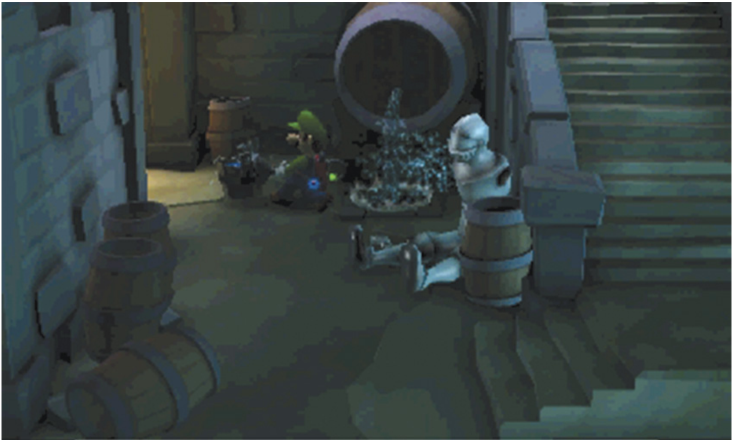
- After you leave the Cliffside, move west. The wrong turn sends you back to the start of the maze.
- Move one intersection to the south. You're now just outside the Underground Lab.
- Move one intersection to the south.
- Move one intersection to the west. Open the door in the west wall to find the Dungeon Cells.

OR:

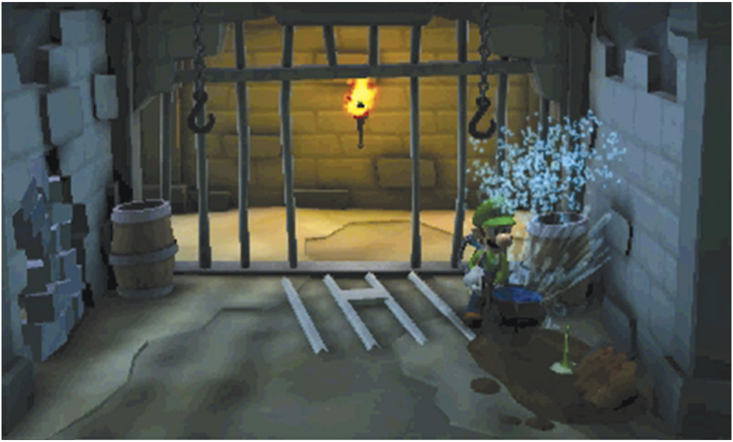
- After you leave the Cliffside, move north two intersections.
- Move one intersection to the west.
- Move one intersection to the south.
- Move one intersection to the west. You're now just outside the Underground Lab.
- Move one intersection to the south.
- Move one intersection to the west. Open the door in the west wall to find the Dungeon Cells.



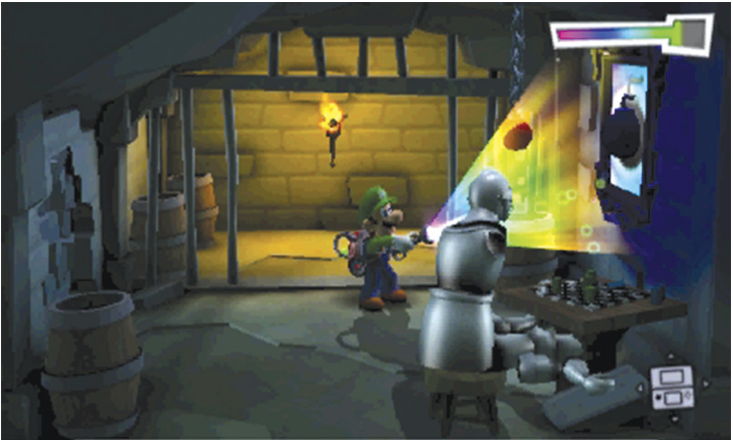
3 When you enter the Dungeon Cells, the Polterpup runs out of sight. Search the barrels at the bottom of the steps to find a Strong Hider. Flash the Strong Hider, latch on, and perform A-Pulls until you capture it.



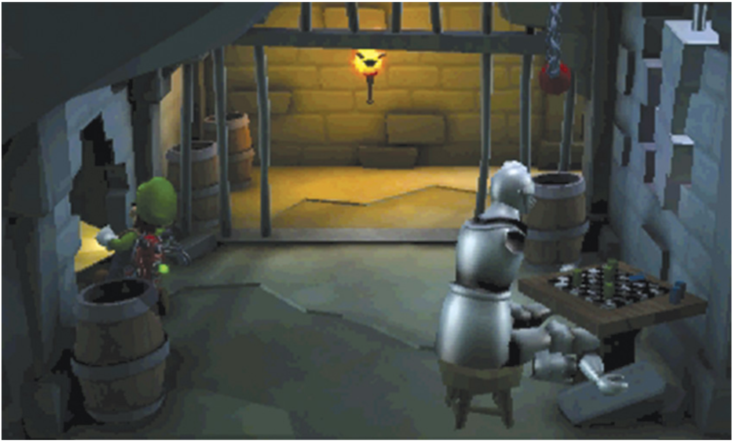
After you clear the area, A-Pull the blockage from the cask. Vacuum the nearby bucket, then pass it under the water spilling from the cask. Carry the filled bucket down the hall to the west.



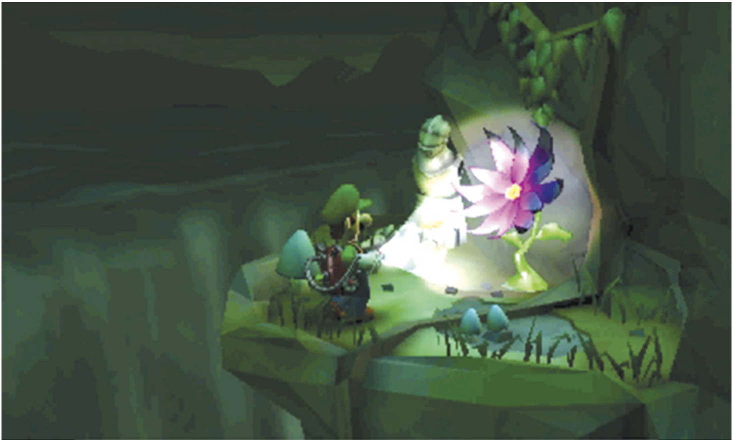
There are three cells connected to the hall. Water the sprout in the east cell, then hold L to drop the bucket. When the purple flower appears, flash it to earn some treasure. Search the nearby barrels, then leave the cell and continue down the hall.



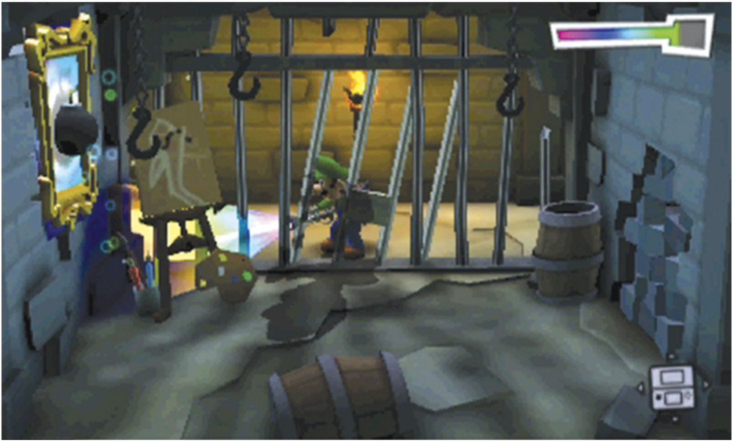
Check the barrels at the end of the hall, then A-Pull the false bars on the west cell. Use the Dark-Light Device to pull an explosive out of the framed sketch.



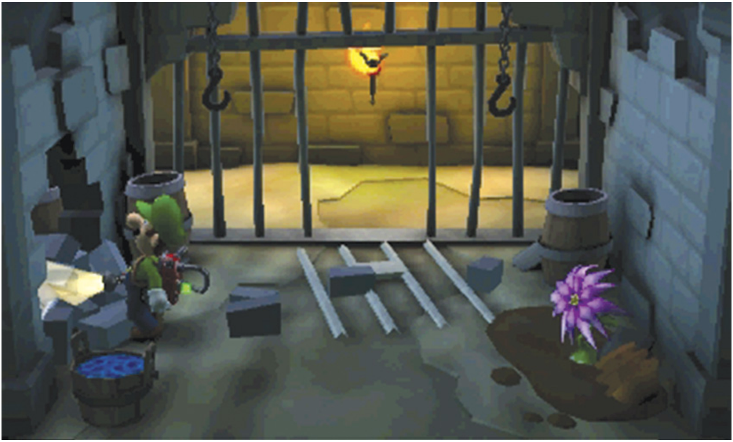
After the blast, A-Pull the chain hanging near the framed sketch. This rotates a section of the wall, moving the sketch into the middle cell. Search the nearby barrels, then head through the hole in the west wall.



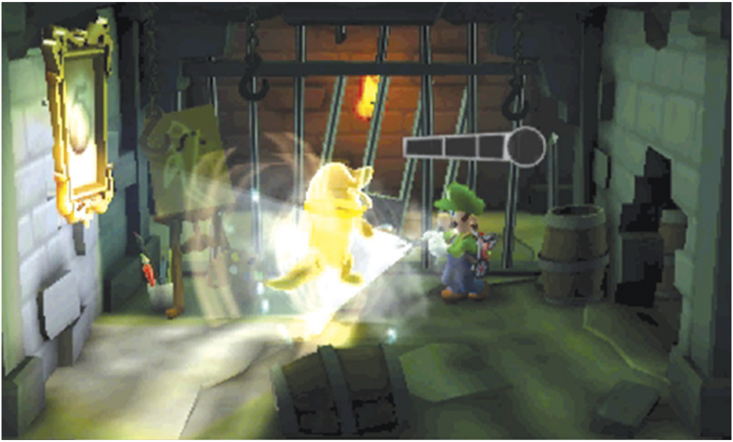
Vacuum the mushrooms along the passage until you reach the ledge at the end of the path. Flash the purple flower to find some treasure, then head back through the passage.



The middle cell is locked up tight, so you'll have to create a new entrance. Use the Dark-Light Device to pull an explosive out of the framed sketch. Return to the east cell and wait for the blast.



After the explosion, pass through the hole in the wall to enter the middle cell.



Search the barrel in the northeast corner of the middle cell. When you do, the Polterpup emerges from a nearby barrel and knocks you to the ground. When you recover, flash the Polterpup, then latch on and capture it. Collect the Front-Door Key from the floor, then answer the Duel Scream to complete the mission and return to the Bunker.

Note

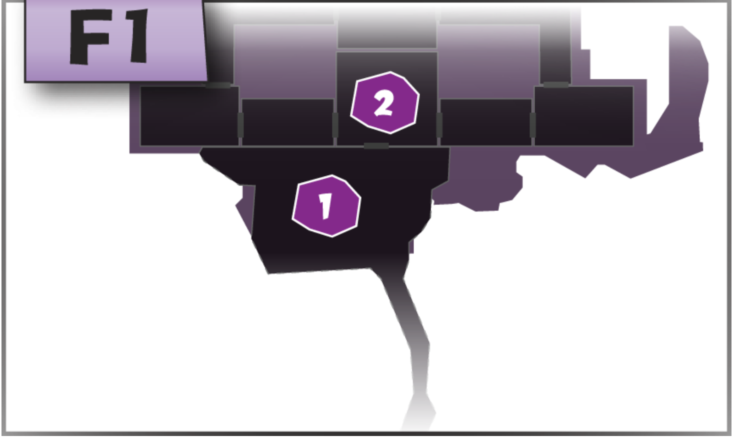
If you search the barrel that actually contains the Polterpup, the ghost usually runs off before you recover from the fall. If this happens, use the Dark-Light Device to locate the Polterpup, then search a nearby barrel.

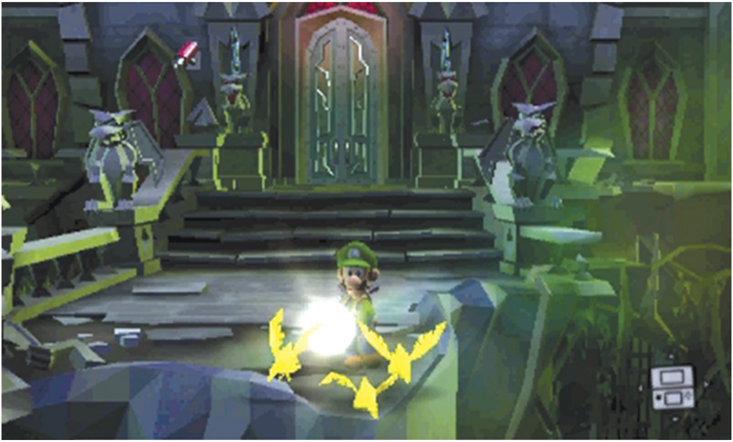
E-2 Double Trouble

Professor E. Gadd's Mission Description

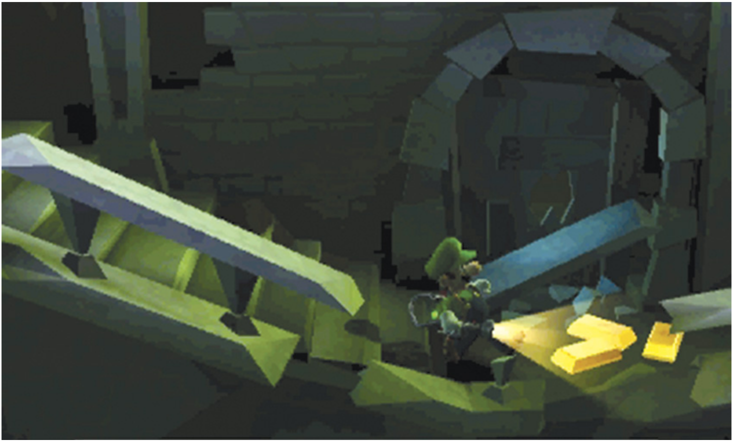
I assigned a Toad Assistant to take care of the valuable exhibits in the Treacherous Mansion. Let's find him. He might know a thing or two about the Dark Moon piece.

Reach the Front Entrance

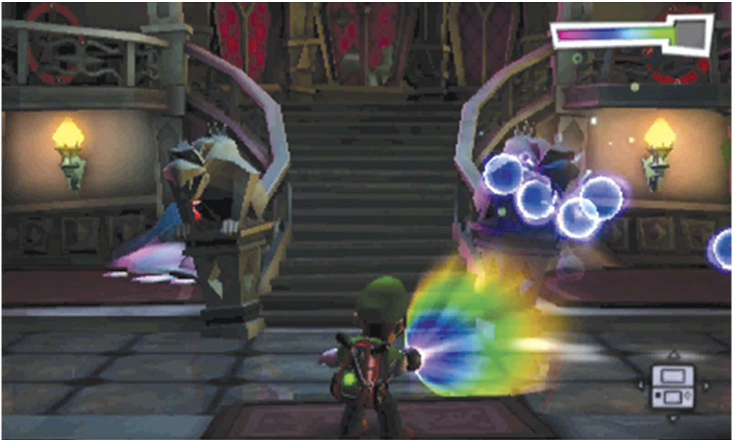




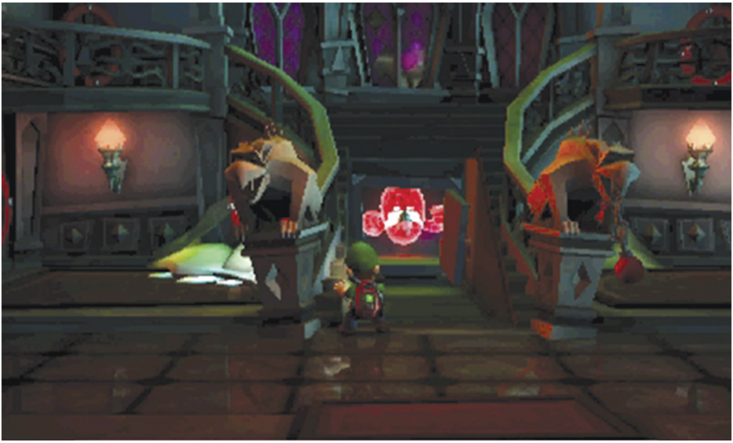
1 When the mission starts, you're transported to the Veranda. Before you unlock the mansion's front door, search the area for treasure. Move down the steps and flash the gold crows at the south edge of the path. Flash the gargoyles along the railings and peek in through the windows. Search the chest at the west edge of the porch and follow the steps down to the grass.



Flash the crows perched on the gravestones, vacuum the purple weeds by the well, and head down the steps along the area's south edge. A-Pull the weeds growing out of the wall, flash any bats that fly out of the opening, then collect the treasure stashed at the bottom of the steps. When you're ready, head back up to the porch and unlock the front door.



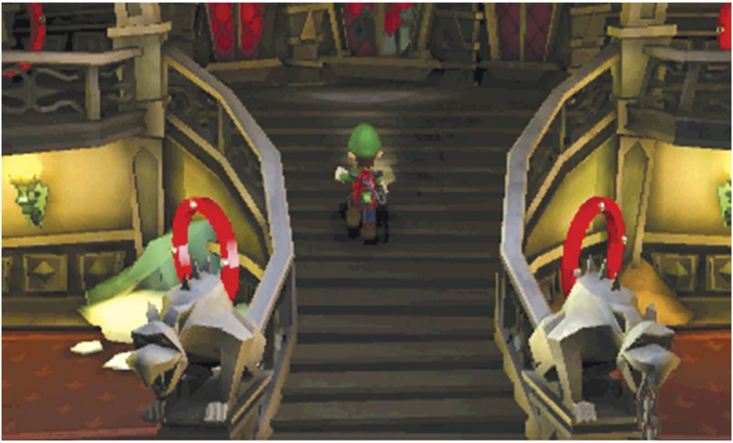
2 The Front Entrance contains six E-Gates, but none of them are active when you first reach the area. Before you move on, however, use the Dark-Light Device to reveal the hidden chain hanging from one of the gargoyles at the bottom of the stairs.



After you capture the Spirit Balls, A-Pull the chain to reveal a safe hidden under the stairs. Flash the safe to open it, then flash the Strong Slammer hiding inside. Capture the Strong Slammer, then vacuum the Football Diamond from the safe.

Gem Location

The Football Diamond is in the safe hidden under the Front Entrance stairs. Use the Dark-Light Device to reveal the chain hanging from one of the nearby gargoyles, then A-Pull the chain to reveal the safe.



After you collect the Football Diamond, A-Pull the chain to move the stairs back into place. Climb the stairs and use the window to peek into the Inner Courtyard. Head back down the stairs and use the door in the east wall to find the East Gallery.

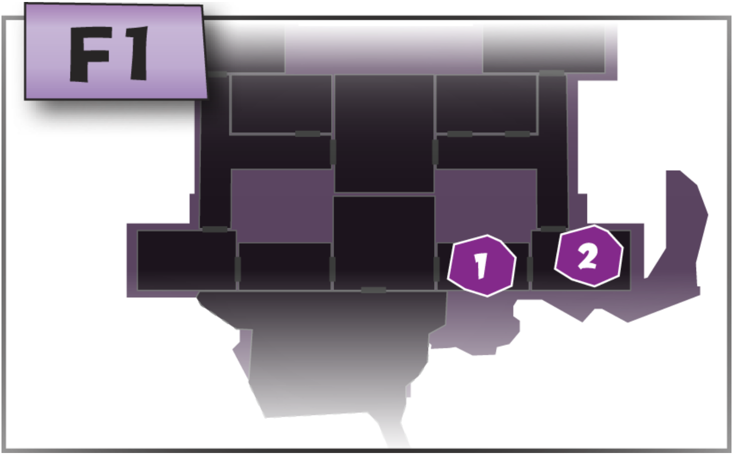
Front Entrance E-Gates

The Front Entrance contains a total of six E-Gates—the four E-Gates at the bottom of the stairs connect to various rooms on the F1 level of the Treacherous Mansion:

- Once it's activated, the E-Gate on the west wall leads to the Dark Age Exhibit.
- The E-Gate just west of the stairs is mounted above a pile of snow and ice. Once it's activated, this E-Gate leads to the Ice Age Exhibit.
- The E-Gate just east of the stairs is mounted above a pile of sand. Once it's activated, this E-Gate leads to the Ancient Exhibit.
- The E-Gate on the east wall is covered in vines. Once it's activated, this E-Gate leads to the Jungle Exhibit.

The E-Gates at the top of the stairs cannot be activated during this mission.

Activate the Jungle Exhibit E-Gate

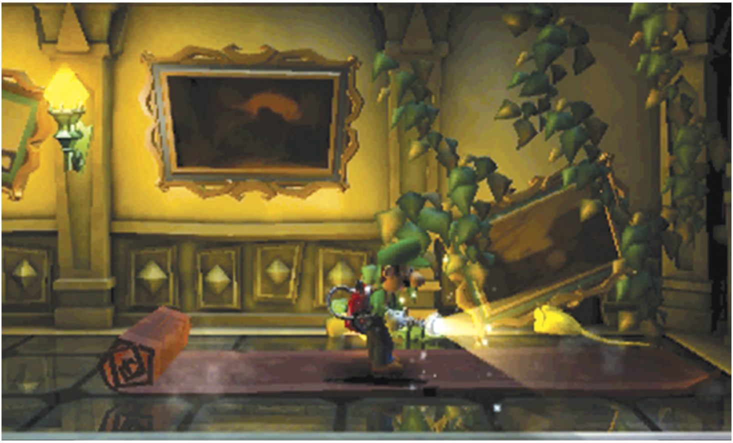


Note

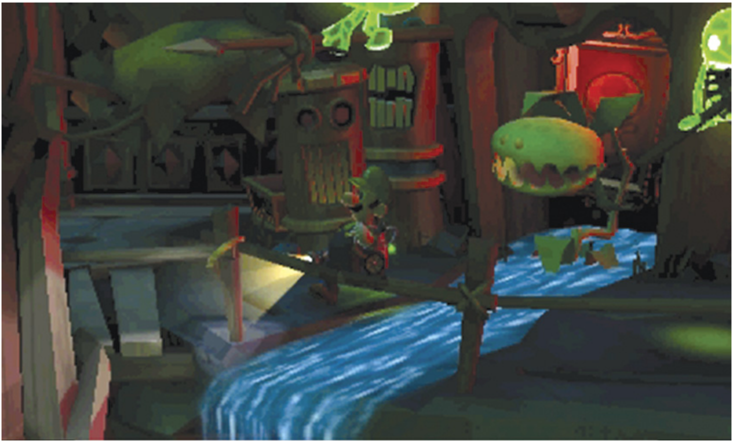
To complete your objectives, you must activate the E-Gates located in the Jungle Exhibit, the Ancient Exhibit, the Ice Age Exhibit, and the Dark Age Exhibit. While you're free to activate the E-Gates in any order you like, this mission walkthrough details a fairly simple route through the mansion.

Caution

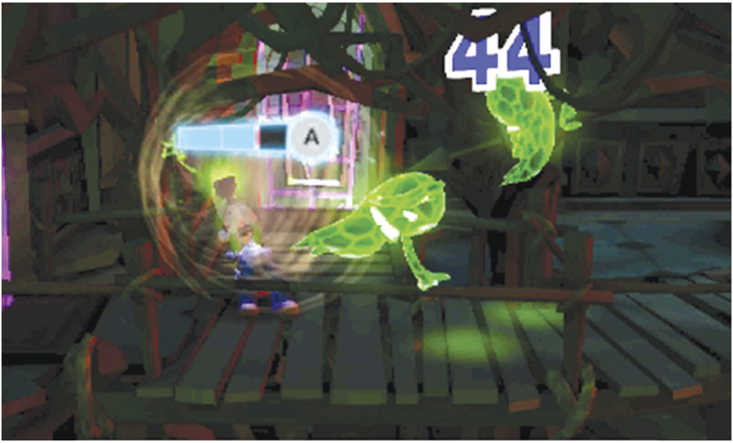
The specific order in which you visit rooms and complete objectives can trigger optional encounters. Each time you arrive in a new area, look for signs of nearby enemies.



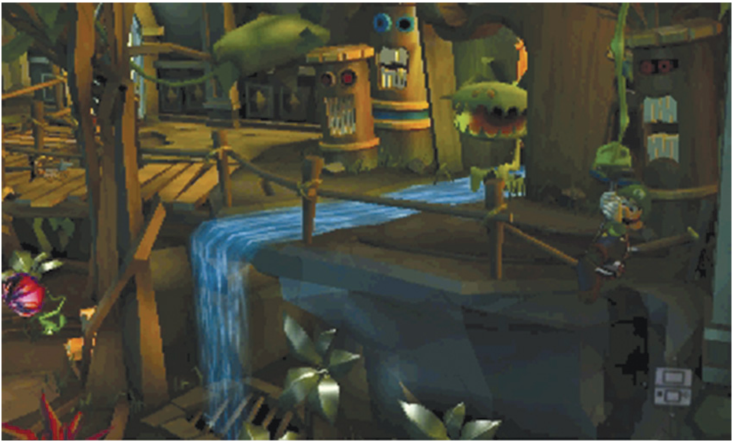
1 As you move through the East Gallery, look for the gold mouse that emerges near the end of the rug. Flash the pest and collect the treasure, then use the door on the east wall to find the Jungle Exhibit.



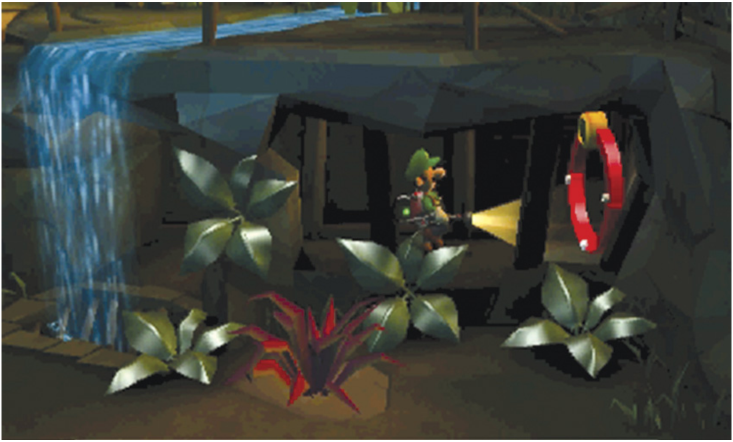
2 Cross the wooden walkway and A-Pull the giant leaf near the Jungle Room's northeast corner. Open the exposed chest to find some treasure, then move over to the nearby stream. Shine the Dark-Light Device at the framed sketch above the water to draw some nearby enemies out of hiding. When the enemies appear, run away to lure the Strong Greenies out of the flytrap's attack range.



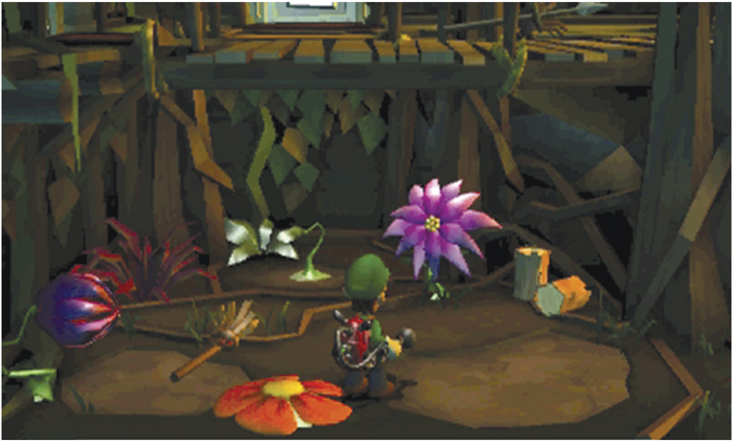
The Strong Greenies are equipped with spears, so each ghost is only vulnerable immediately after performing a lunge attack. Dodge the attack, flash the ghost, then latch on and capture it. If you opt to capture the Strong Greenies separately, remember to dodge incoming attacks. While the ghosts fade in and out of sight, the spears are always visible.



Unfortunately, you're unable to defeat the flytrap at this time. After you capture both Strong Greenies, dash past the flytrap and vacuum the knotted vine near the room's southeast corner.



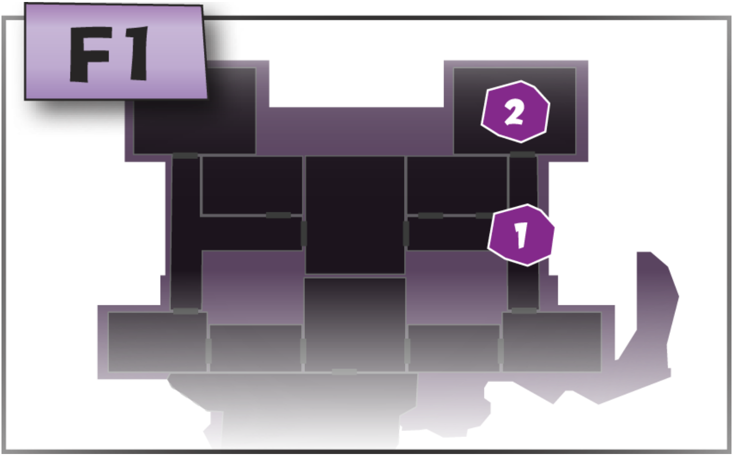
Ride down to the ground, then hold L to detach yourself from the vine. Vacuum the nearby purple weed, then pass under the waterfall and flash the E-Gate mounted on the wall. Rather than use the E-Gate, however, move back out from under the waterfall and search the rest of the room.

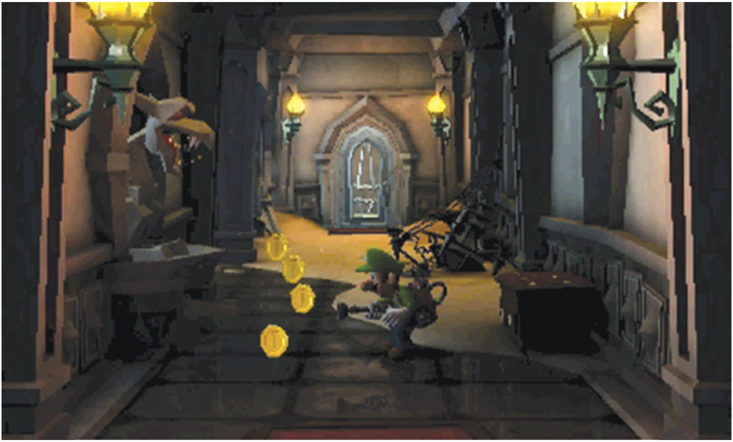


The Jungle Exhibit contains a few more items of interest. Locate the logs and the sprout in the west half of the room—these items will play important roles in completing your mission. For now, however, flash the purple flowers and collect the resulting treasure. When you're ready, step on the orange flower to launch yourself back up to the walkway.

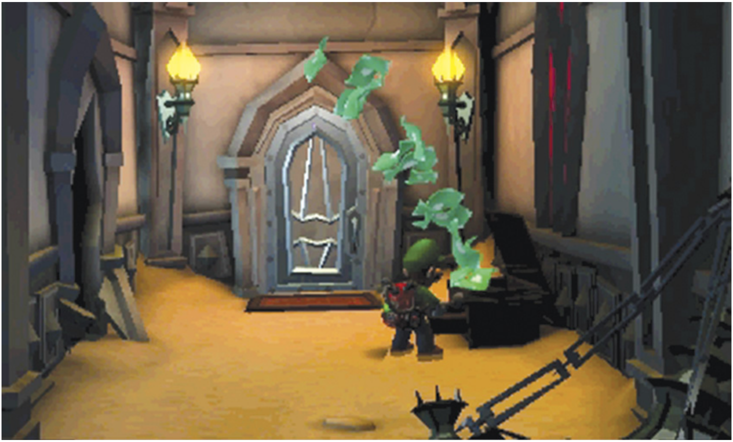
When you land, use the door in the north wall to enter the Grand East.

Activate the Ancient Exhibit E-Gate

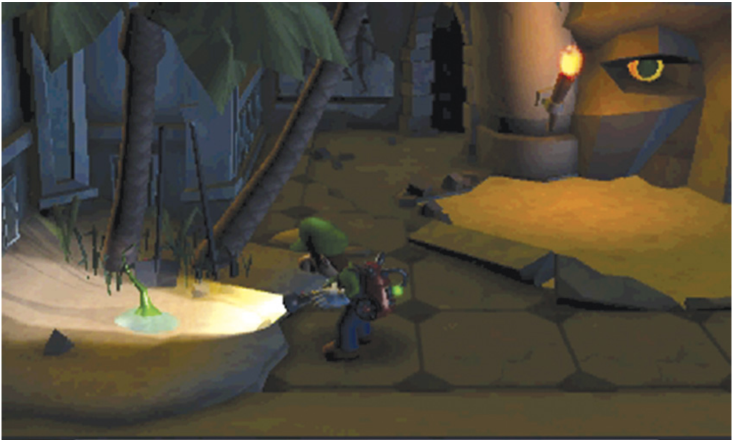




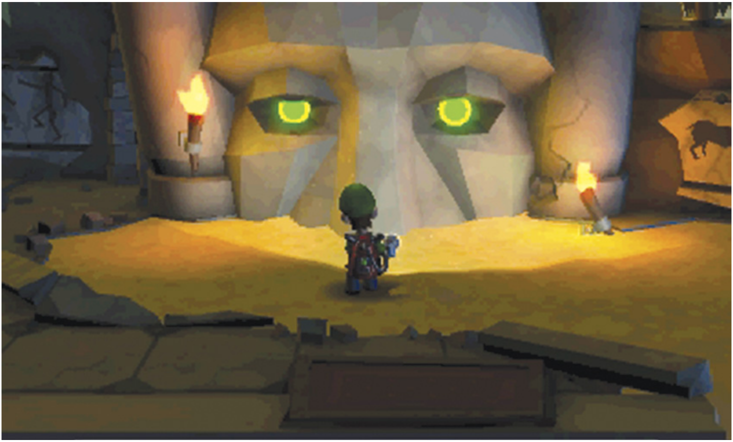
1 The Grand East serves as a junction between the Jungle Exhibit, the Ancient Exhibit, the Restrooms, and the Inner Courtyard. When you first reach the Grand East, flash the gargoyle on the wall and search the nearby chest. Head north and move straight past the three-way intersection at the center of the area.



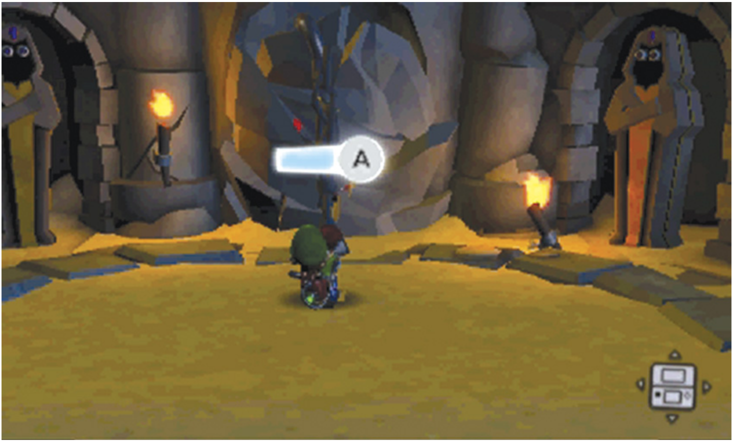
Vacuum the sand piled near the end of the path, then open the chest to find some treasure. Use the large hole in the west wall to peek into the Restrooms. Open the door in the north wall and enter the Ancient Exhibit.



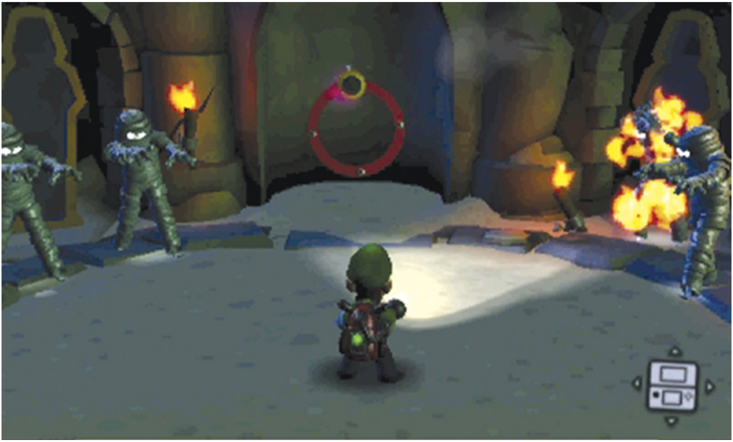
2 When you reach the Ancient Exhibit, note the sprout in the room's southwest corner. After you find a water supply, remember to water this struggling plant. For now, however, move onto the sand at the center of the room.



Stand in front of giant carving and charge the Strobulb. Hit both of the carving's eyes with a single flash. As the sand drains out of the room, you're carried down to a hidden tomb.



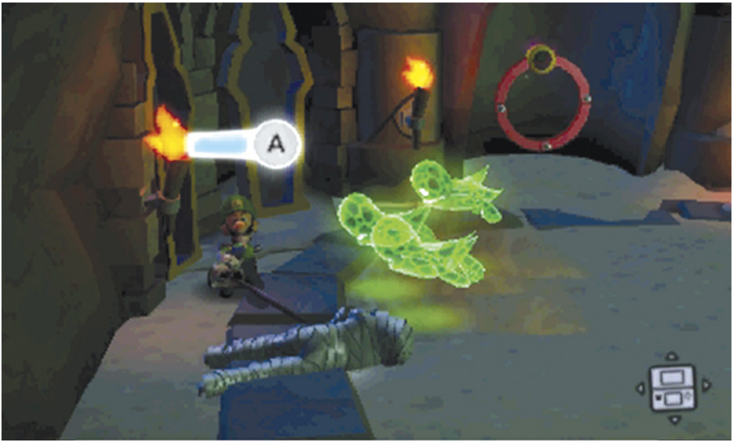
Move to giant carving's mouth and latch onto the hanging chain. Perform three A-Pulls to crumble the stone and reveal the Ancient Exhibit E-Gate. When you do, it triggers a cinematic.



During the cinematic, four bandaged Strong Greenies emerge from the sarcophagi. When the cinematic ends, however, one of the Greenies walks straight into a lit torch. Take a cue from this clumsy enemy and lure the other Greenies into open flames. Stand near a torch, allow the Strong Greenies to approach, then flash the Strobulb and run away.

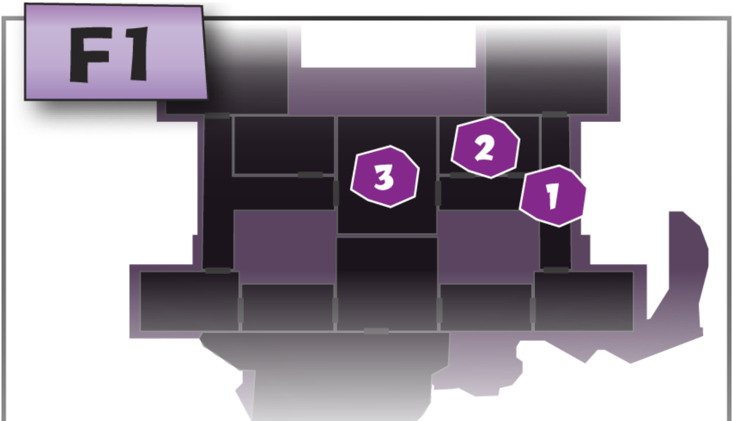
Caution

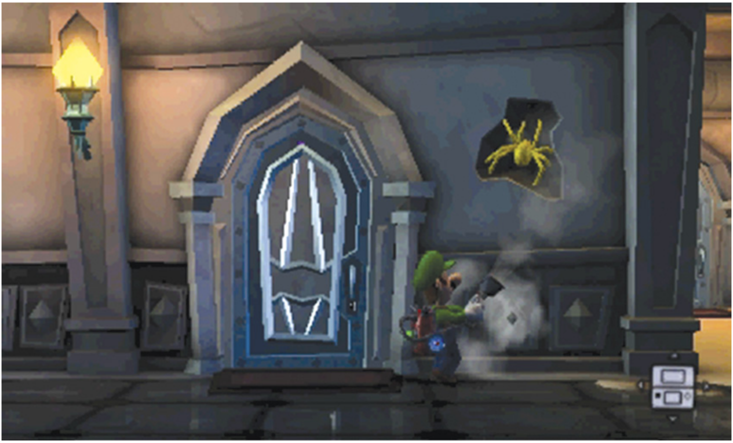
When you flash a bandaged Strong Greenie, it usually causes a beetle to appear. Clear out these pests before they accumulate.



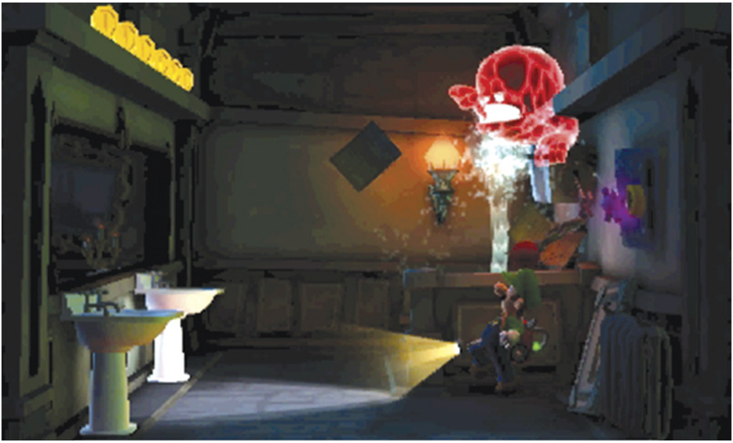
If you have trouble igniting the bandaged Strong Greenies, you can still trick them into charging at the walls. When an enemy falls to the ground, A-Pull its loose bandage before it recovers. Capture all four Strong Greenies, then use the Strobulb to activate the E-Gate. Move to the room's southeast corner and follow the path back to the surface. Leave the Ancient Exhibit and return to the Grand East.

Reach the Inner Courtyard

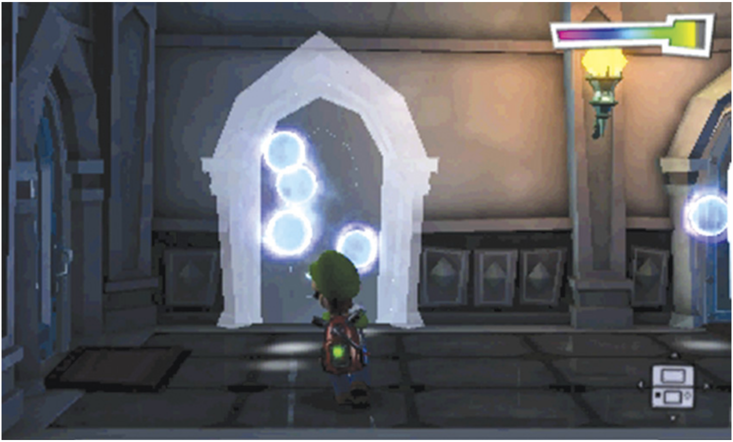




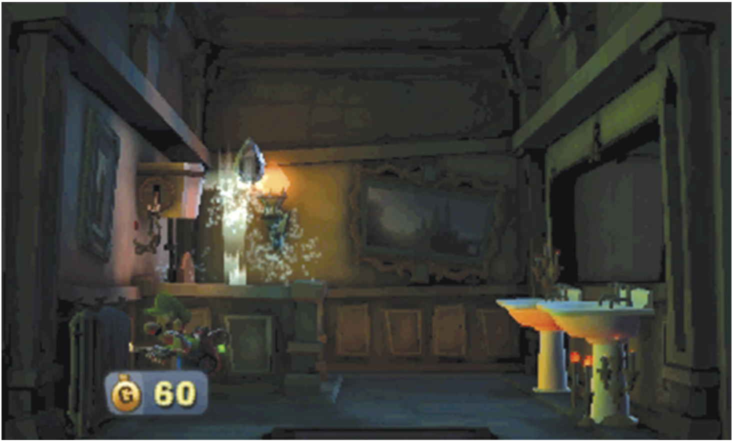
1 Return to the three-way intersection at the center of the Grand East. Move west to find a door to the Restrooms. Vacuum the wall just east of the door to reveal a gold spider. Flash the pest, collect the resulting treasure, then head through the door.



2 The east half of the Restrooms is occupied by a Strong Slammer. The ghost doesn't seem to notice you, and the stall protects it from your Strobulb flashes. A-Pull the chain hanging from the water tank. When the Strong Slammer is launched out of the stall, flash it with the Strobulb and capture it. An unseen ghost is preventing you from opening the safe at this time. Vacuum the coins above the sinks and return to the Grand East.



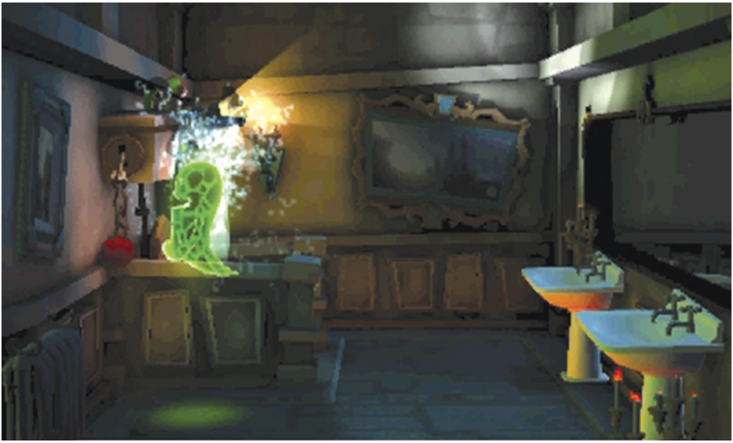
The troublesome ghost is hiding in the Restrooms. Move to the west end of the Grand East and use the Dark-Light Device to reveal the missing door on the north wall. After you capture the Spirit Balls, head through the door to find the west half of the Restrooms.



Collect the treasure near the west wall, then A-Pull the chain hanging from the water tank. The blast of water launches the Drop Diamond into the air. Collect the Gem when it lands, then move back toward the door in the south wall.

Gem Location

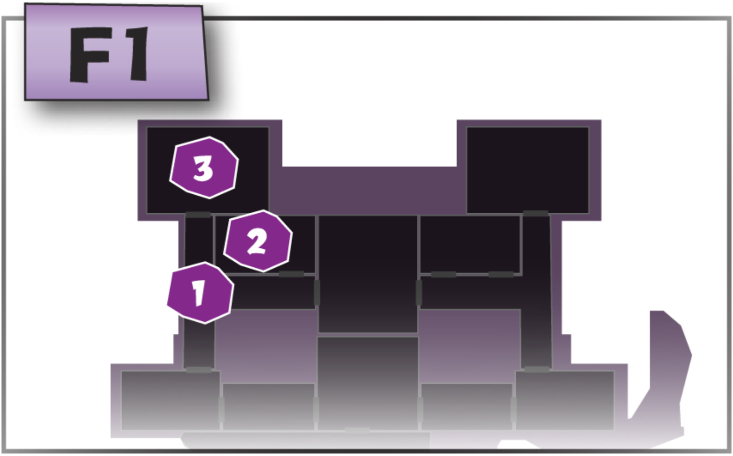
To find the Drop Diamond, A-Pull the chain in the west half of the Restrooms. Collect the Gem when it pops out of the stall.



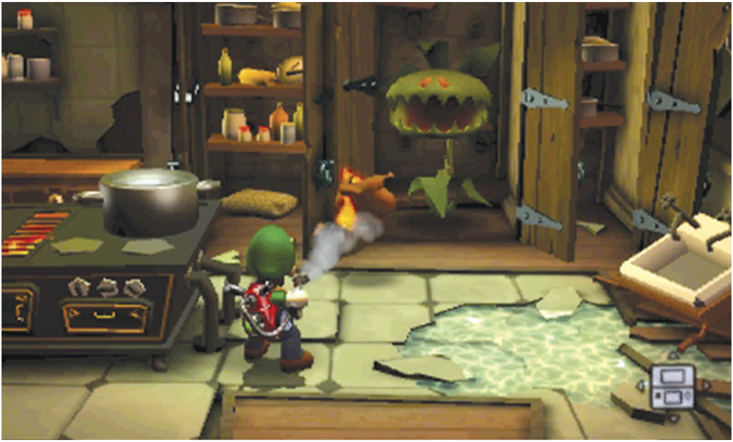
As you approach the door, an unseen ghost laughs. Head into the stall to investigate the sound. The Strong Greenie flushes the toilet, launching you into the air. When you recover, capture the Strong Greenie. Now that the area is clear of enemies, head back to the east half of the Restrooms and flash the safe. When you're ready, use the door just west of the Restrooms to enter the Inner Courtyard.

3 After you reach the Inner Courtyard, answer the Duel Scream, then flash the crows perched on the statue at the center of the room. When you're ready, use the door in the west wall to reach the Grand West.

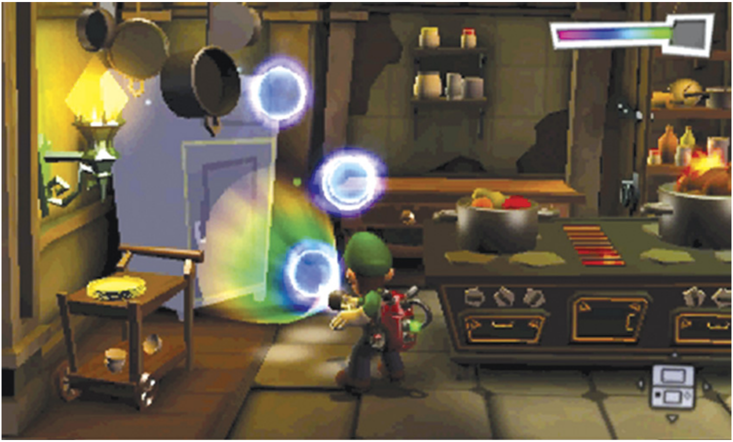
Activate the Ice Age Exhibit E-Gate



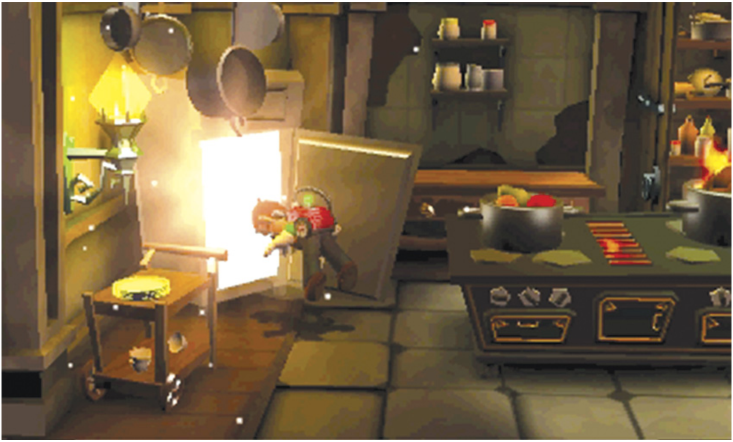
1 When you step into the Grand West, you find yourself just outside the Kitchen. Head through the door in the north wall to make a quick visit.



2 Cross the Kitchen and open the pantry on the north wall to find a flytrap. Run out of range before the plant attacks, then move over to the stove. Search the doors along the south side of the stove until the turkey pops out of the large pot. Vacuum the flaming turkey and launch it into the flytrap's mouth. When the plant withers, collect the treasure that flies into the room.



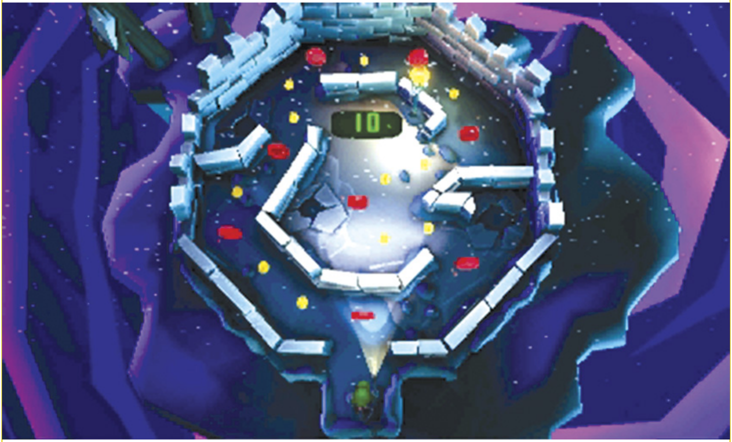
Before you leave the Kitchen, use the Dark-Light Device to reveal the refrigerator in the room's northwest corner.



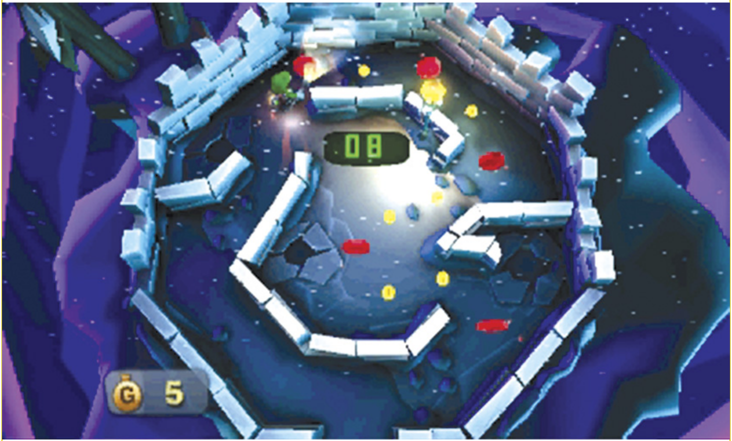
After you capture the Spirit Balls, search the refrigerator to find a bonus challenge.

Bonus Challenge: Kitchen Refrigerator

During E-2 Double Trouble, the refrigerator in the Kitchen contains a bonus challenge.



During the challenge, you must collect eight Red Coins within the allotted time. When the challenge begins, collect the Red Coin directly in front of you, then follow the trail to the left.

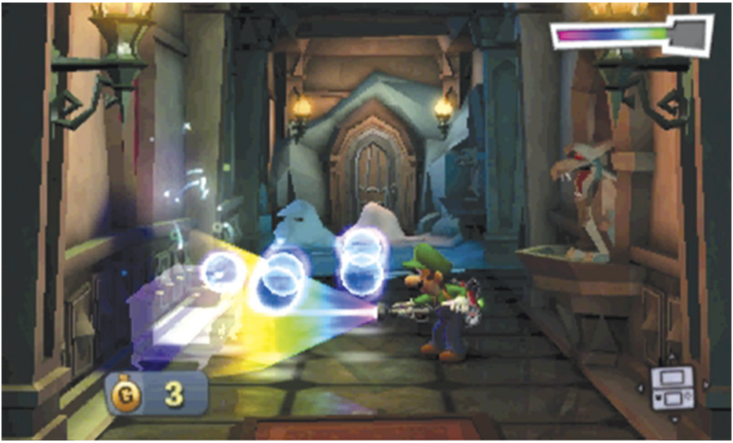


Continue to the top of the maze, then follow the trail as it winds back toward the bottom. Collect all eight Red Coins before time runs out to reveal a chest at the center of the maze. Open the chest and collect the treasure to complete the challenge and return to the Kitchen.

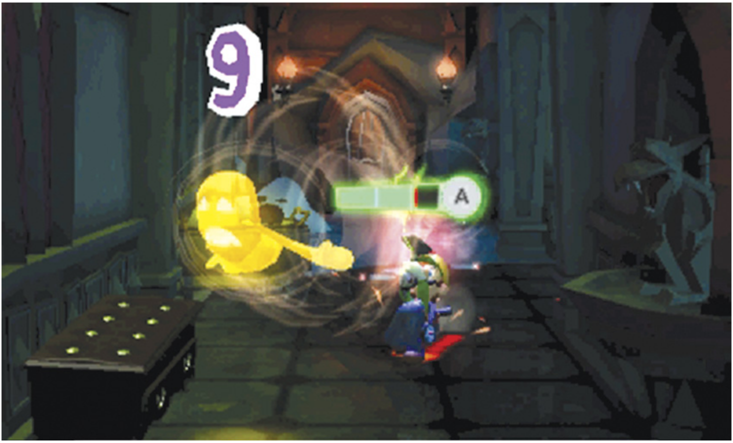
After you complete the bonus challenge, finish your search of the Kitchen. When you're ready, use the door in the south wall to return to the Grand West.

Caution

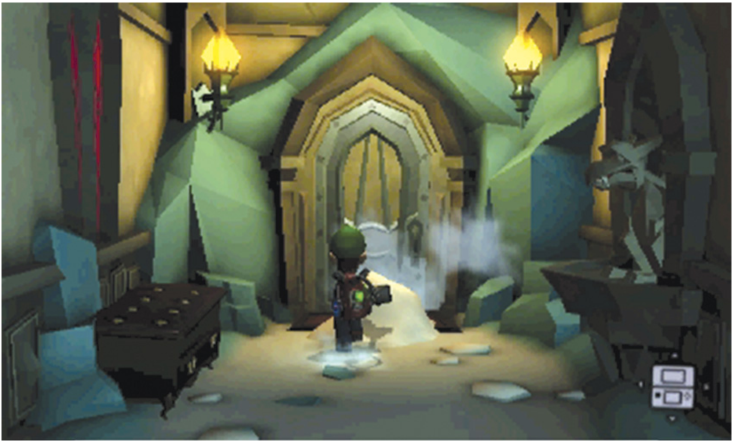
As you explore the Grand West, avoid the false door just west of the Kitchen door. If you attempt to open it, the door slams you against the wall.



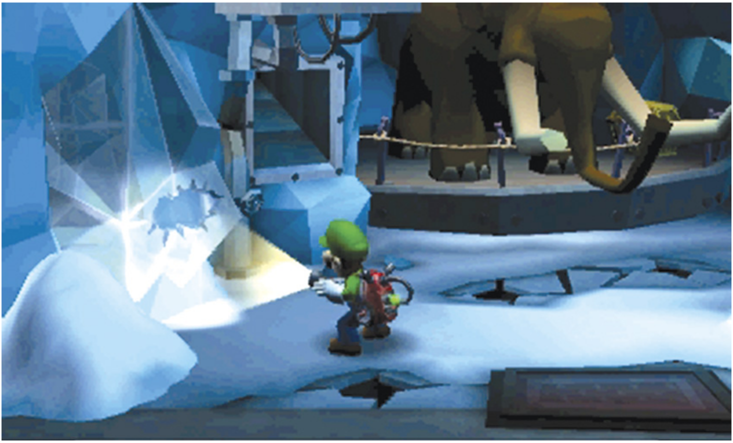
Before you head to the Ice Age Exhibit, take a moment to search the Grand West. When you emerge from the Kitchen, move straight to west wall, then slide a few steps to the south. Use the Dark-Light Device to reveal a missing chest at the south end of the Great West.



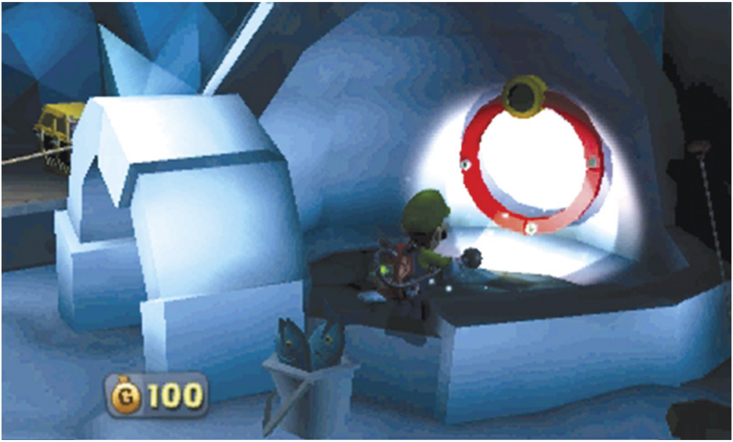
After you collect the Spirit Balls, open the chest to find a Gold Greenie. Capture the ghost before it escapes, then collect the resulting treasure. Flash the nearby gargoyle, then move to the north end of the Grand West.



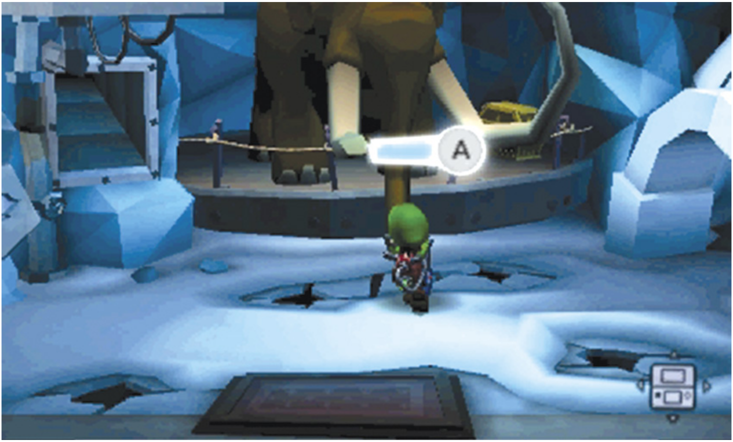
Vacuum the snow mounds outside at the north end of the area, then search the chest and flash the nearby gargoyle. When you're ready, open the door in the north wall to find the Ice Age Exhibit.



3 When you reach the Ice Age Exhibit, examine the large chunk of ice in the west wall. When you peek through the crack, you can see another Toad Assistant trapped in a framed sketch. Vacuum the fans above the nearby duct until they stop producing treasure, then vacuum the snow mounds on the ground.

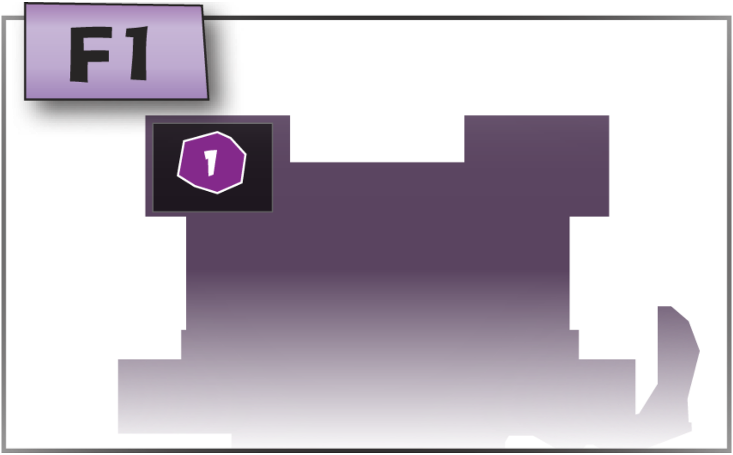


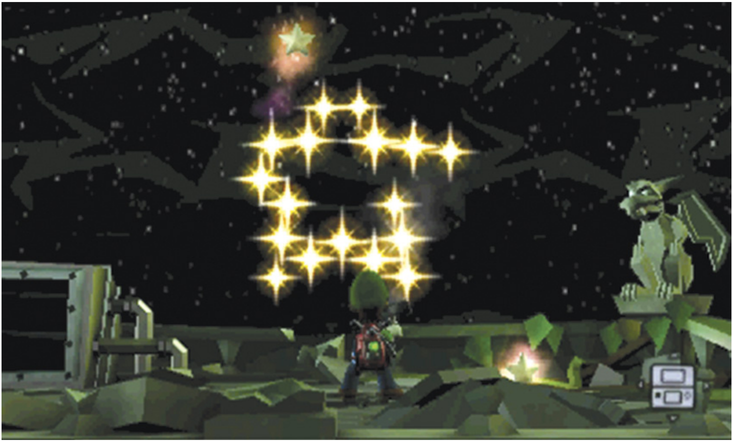
A-Pull the fish hanging in the room's southeast corner to find another nice stash of treasure, then head into the igloo to find the Ice Age Exhibit E-Gate. Flash the E-Gate, then step out of the igloo.



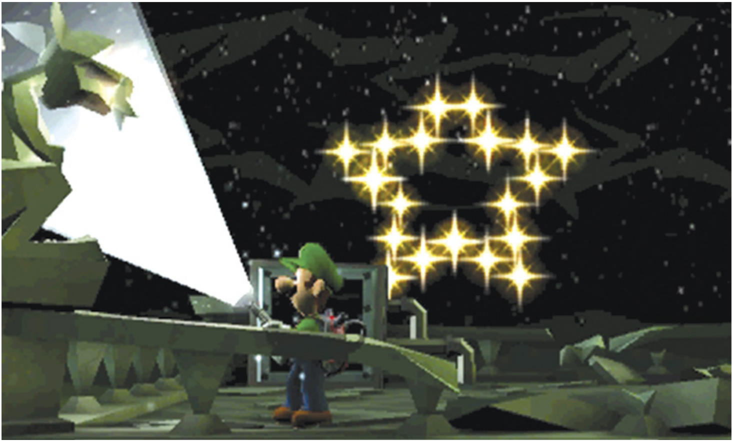
When you're ready, vacuum the woolly mammoth's trunk and perform an A-Pull. The beast springs to life and launches you up to the Gargoyle Roof.

Search the Gargoyle Roof

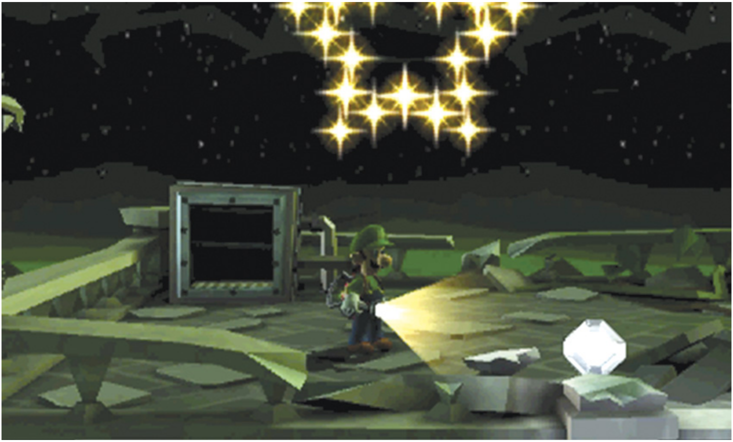




When you reach the Gargoyle Roof, the large constellation in the background is missing a few stars. Search the surrounding area to find three stars. One star is sitting in the northeast corner, one star is held by the gargoyle in the southwest corner, and one star intermittently flies through the area.



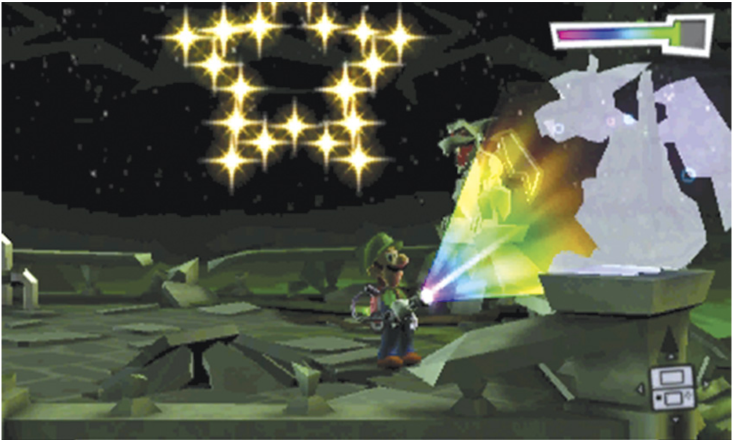
Vacuum the star in the northeast corner, then aim it at the constellation. When the targeting reticle appears, launch the star in to the indicated spot. Vacuum the flying star as it passes over you, then repeat the process to fill another slot. Finally, flash the gargoyle in the southwest corner to free its star. Vacuum the last star, then launch it into the constellation's remaining slot.



When you complete the constellation, the Pebble Diamond falls on to the Gargoyle Roof.

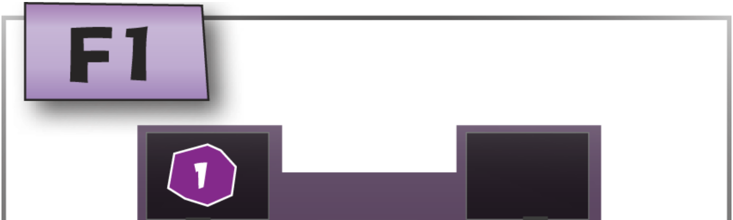
Gem Location

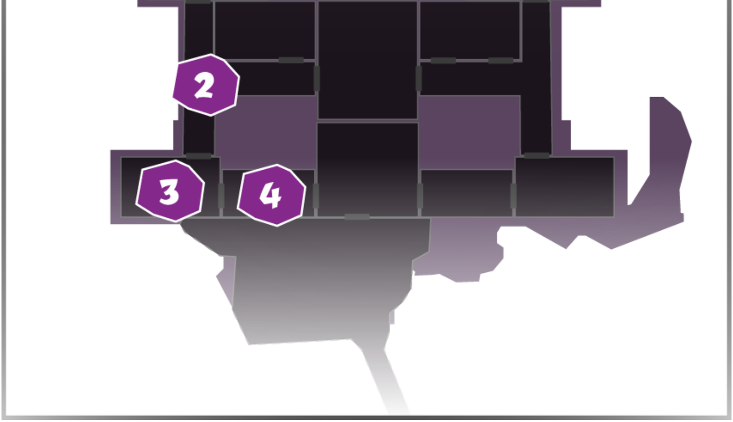
Use the stars scattered around the Gargoyle Roof to complete the constellation in the sky. When you finish, the Pebble Diamond appears in the area.

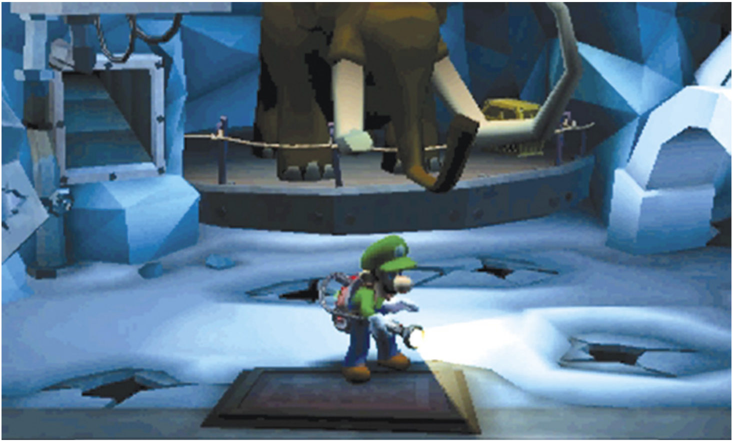


After you collect the Pebble Diamond, use the Dark-Light Device to reveal the missing gargoyle in the area's southeast corner. After you capture the Spirit Balls, flash the gargoyle to receive a nice stash of treasure. When you're ready, climb into the duct in the northwest corner and slide back down to the Ice Age Exhibit.

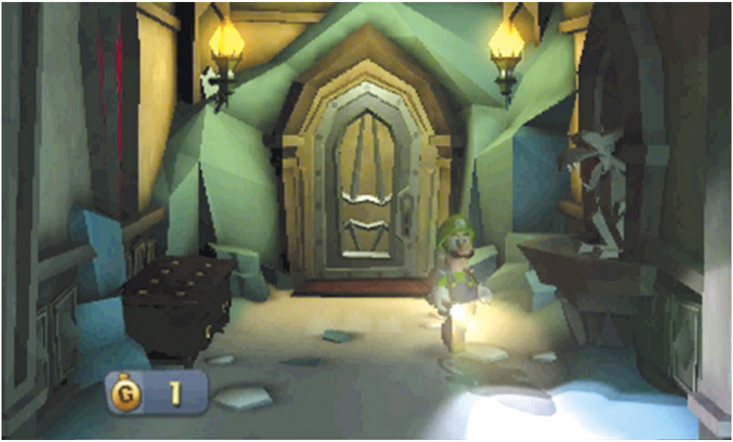
Activate the Dark Age Exhibit E-Gate



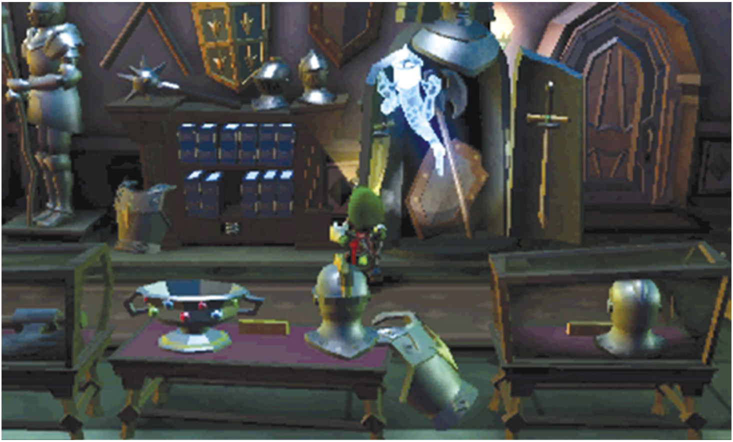




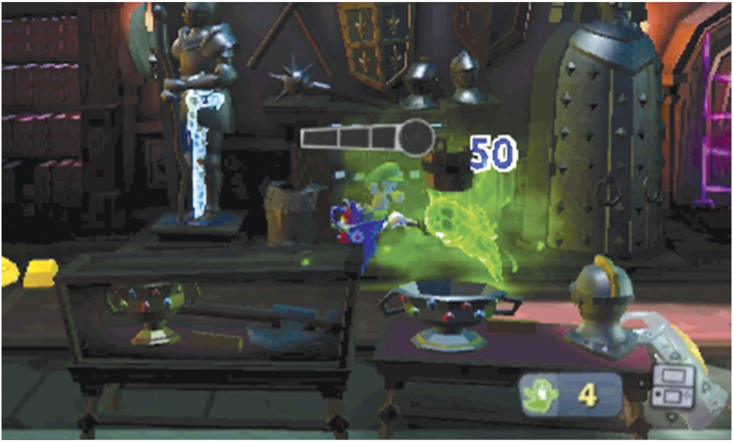
1 When you land in the Ice Age Exhibit, use the door in the south wall and return to the Grand West.



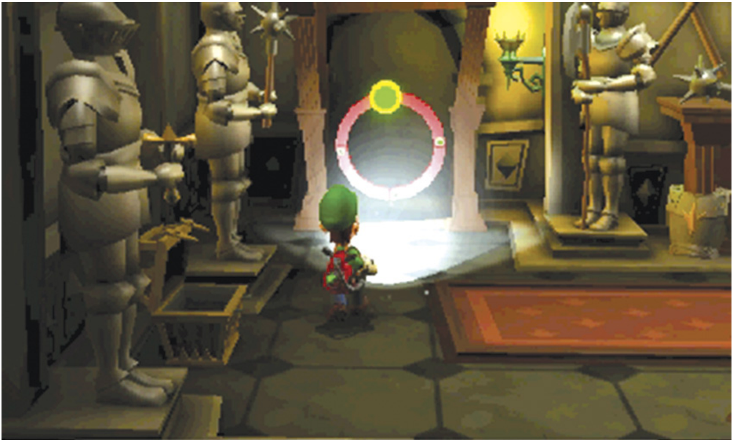
2 Follow the Grand West south and open the door at the end of the path to find the Dark Age Exhibit.



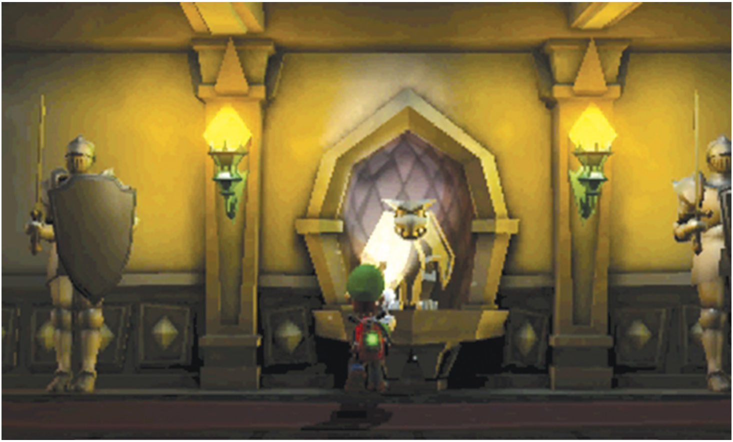
3 When you reach the Dark Age Exhibit, open the weapon cabinet along the north wall to reveal a Strong Hider. When you recover from the scare, search the nearby objects for hidden enemies.



The room contains two Strong Hiders and a Strong Greenie wearing a bucket on its head. As you engage each enemy, watch out for incoming attacks. It’s usually best to deal with the Strong Hiders first, but if you see the Strong Greenie peek out from under its bucket, take the opportunity to flash it while it’s vulnerable.

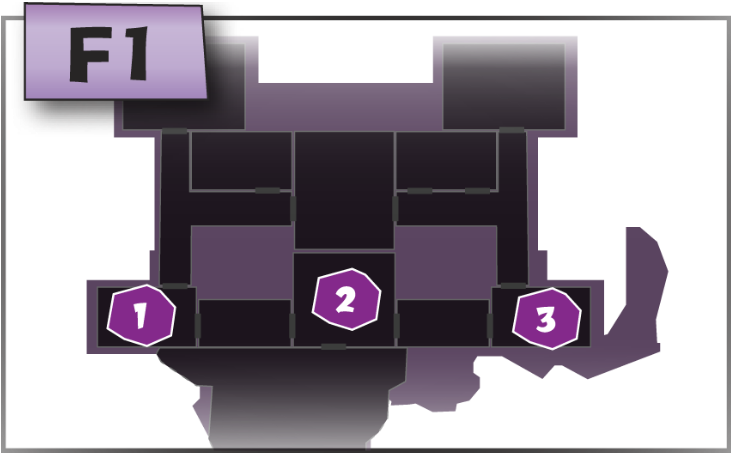


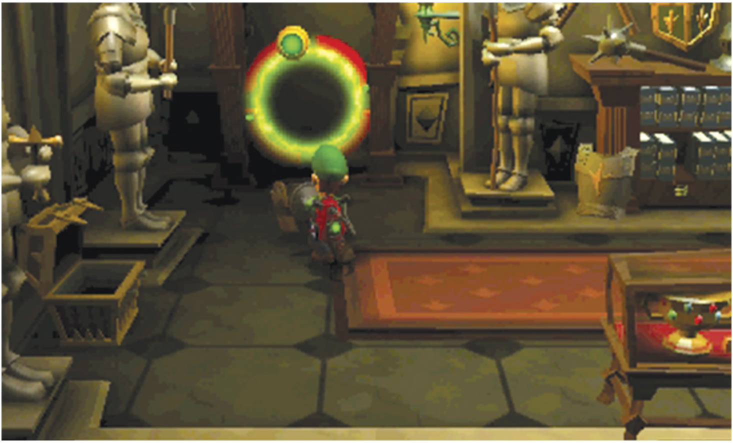
After you capture all three ghosts, search the chest along the west wall to find a red book. Vacuum the book and carry it to the bookcase near the northwest corner. Place the book in the empty slot to reveal the Dark Age Exhibit E-Gate. Before you use the E-Gate, take a moment to visit the West Gallery.



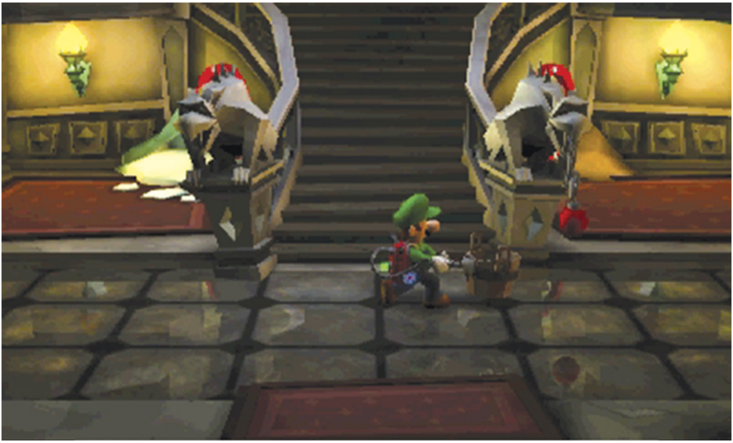
4 Search the West Gallery for any suspicious activity. Flash the gargoyle on the north wall, then return to the Dark Age Exhibit.

Free the Toad Assistant in the Jungle Exhibit

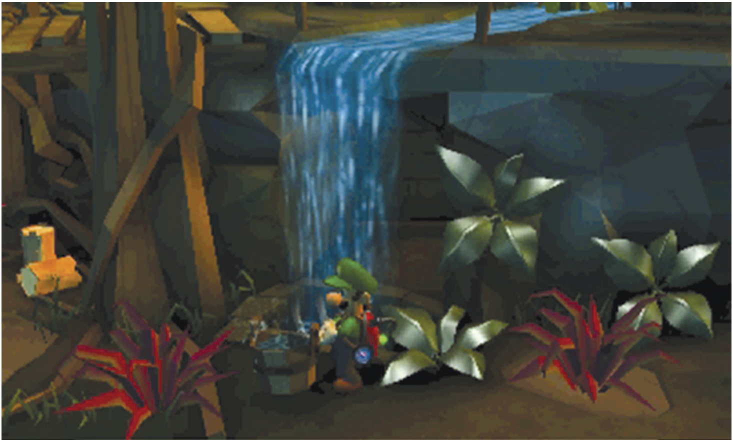




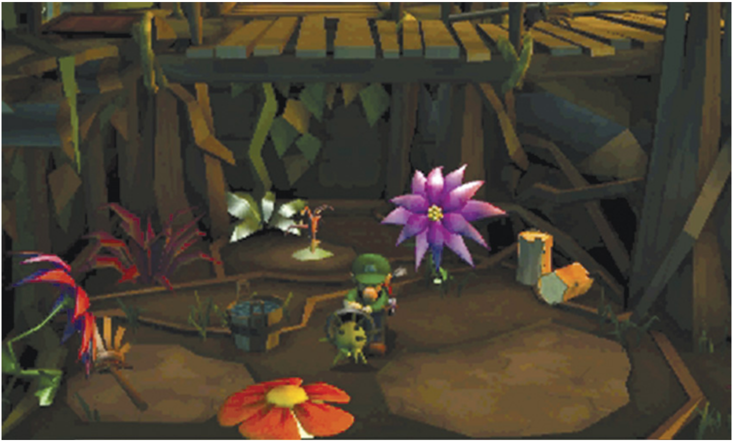
1 Now that you've activated the necessary E-Gates, you're ready to rescue both of the imprisoned Toad Assistants. When you captured the Strong Greenie in the Dark Age Exhibit, the ghost left its bucket behind. Vacuum the bucket, then carry it through the Dark Age Exhibit E-Gate.



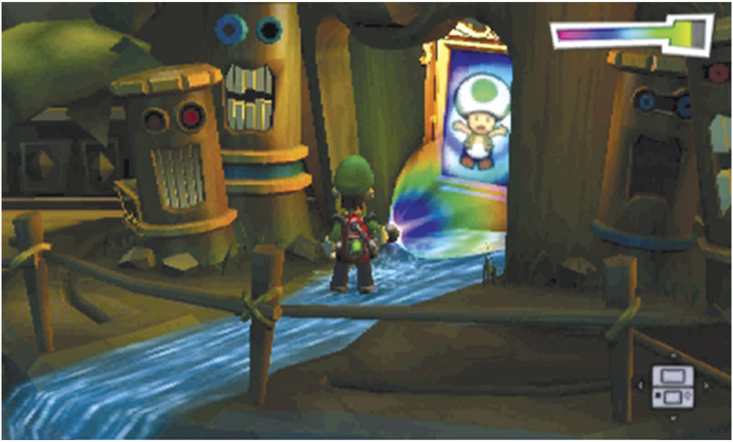
2 The E-Gates allow you to transport important objects between connected rooms. Since all of the E-Gates are connected to the Front Entrance, this room plays a very important role in the next few objectives. To rescue the first Toad Assistant, you must bring the bucket to the Jungle Exhibit. Move past the stairs and carry the bucket through the E-Gate on the east wall.



3 When you emerge from the Jungle Exhibit E-Gate, move toward the center of the room. Passing under the waterfall fills the bucket.

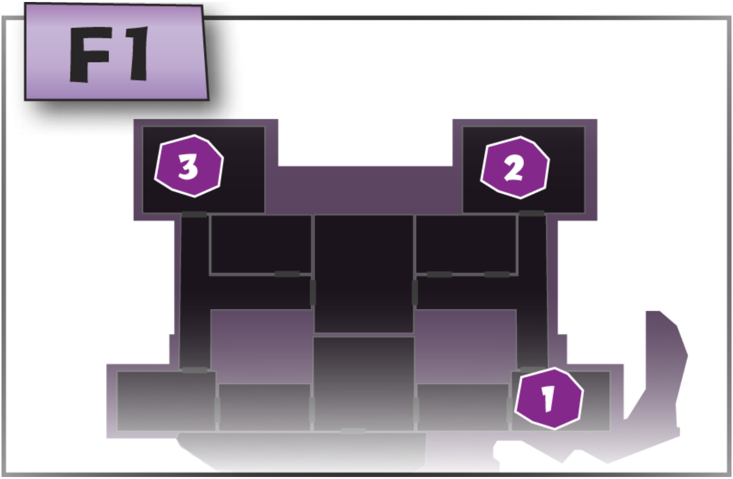


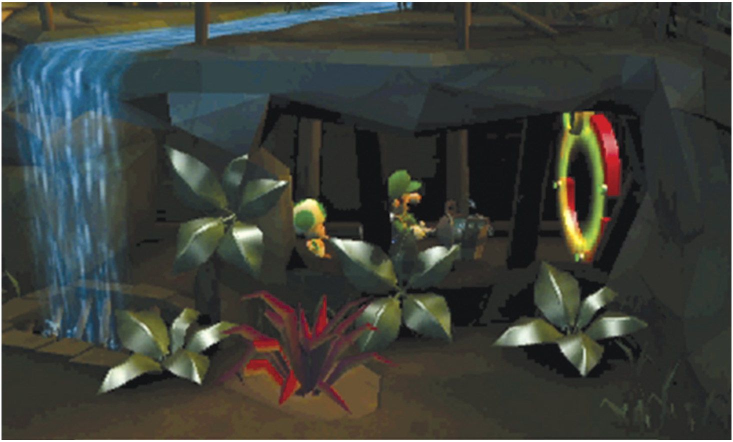
Use the bucket to water the sprout beneath the wooden walkway. Wait for the gnarled plant to grow, then vacuum the spiked seed pod. Move onto the orange flower to launch yourself up to the walkway.



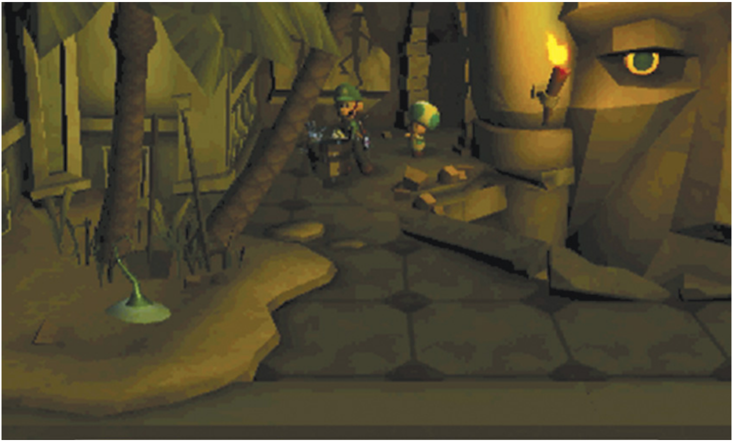
When you land, follow the walkway east and launch the seed pod into the flytrap's mouth. After the plant withers away, use the Dark-Light Device to free the Toad Assistant from the framed sketch.

Free the Toad Assistant in the Ice Age Exhibit

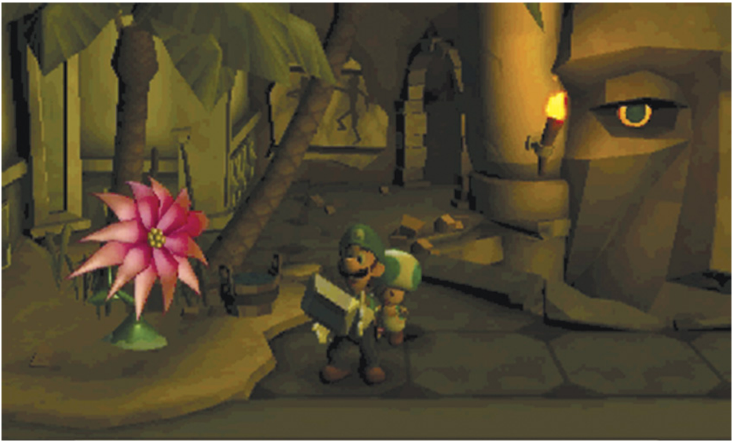




1 Vacuum the Toad Assistant and launch him to the bottom of the Jungle Exhibit. Use the knotted vine in the southeast corner to lower yourself down from the ledge. Regroup with the Toad, then vacuum the bucket you left by the gnarled plant. Carry the bucket through the Jungle Exhibit E-Gate. When you emerge in the Front Entrance, use the E-Gate just east of the stairs to reach the Ancient Exhibit.



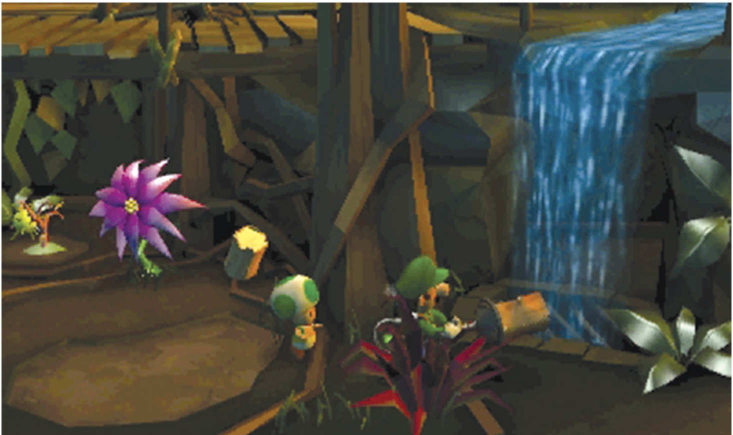
2 When you emerge from the Ancient Exhibit E-Gate, move to the room's southeast corner and follow the path out of the tomb. When you reach the top of the path, use the bucket to water the sprout in the room's southwest corner.



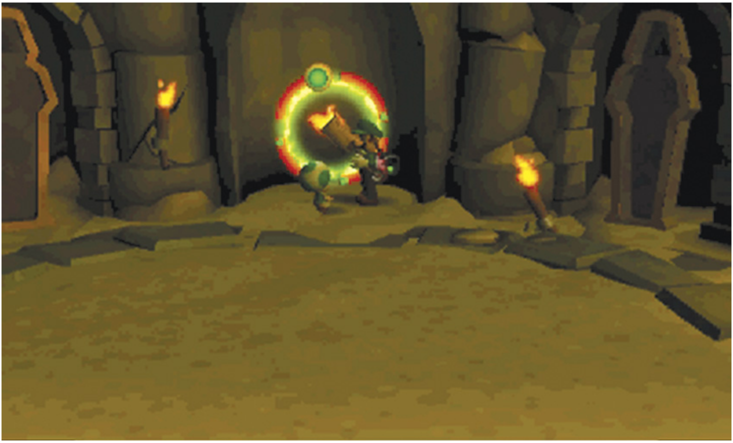
When the purple flower appears, flash it with the Strobulb to find the Rhombus Diamond. Collect the Gem, then follow the path back down and use the Ancient Exhibit E-Gate. When you emerge in the Front Entrance, use the E-Gate on the east wall to return to the Jungle Exhibit.

Gem Location

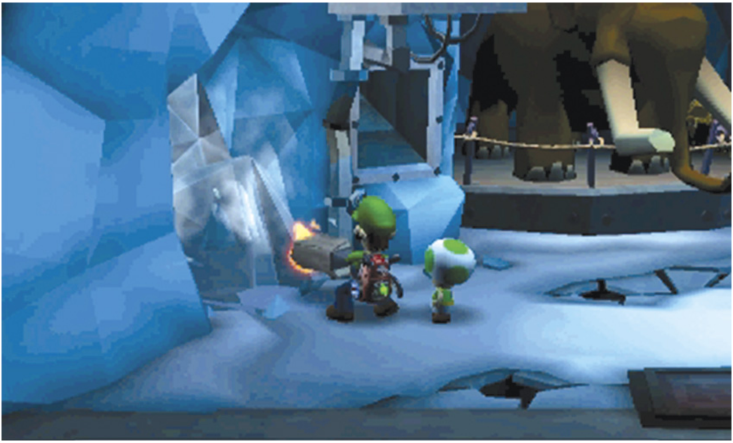
The Rhombus Diamond is hidden in the Ancient Exhibit. To find it, grab the bucket from the Dark Age Exhibit and take it to the Jungle Exhibit. Fill it under the waterfall, then carry the bucket to the Ancient Exhibit. Water the sprout in the southwest corner of the Ancient Exhibit's F1 level to reveal a purple flower. Flash the flower to find the Rhombus Diamond.



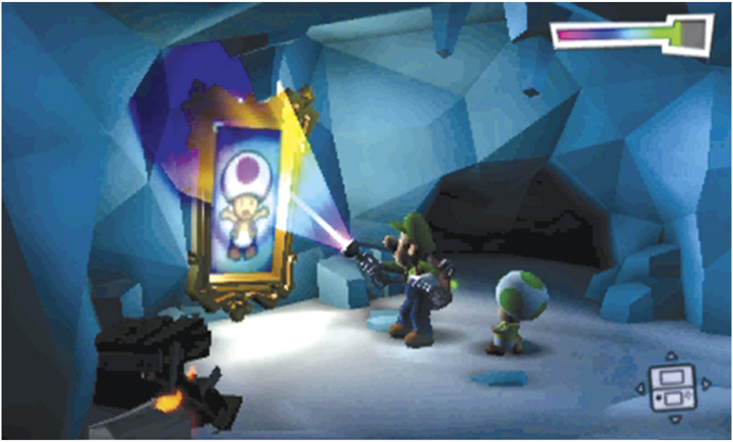
When you arrive in the Jungle Exhibit, step out from behind the waterfall and vacuum one of the logs near the north wall. Carry the log back under the waterfall and through the E-Gate. When you emerge in the Front Entrance, use the E-Gate just east of the stairs to return to the Ancient Exhibit.



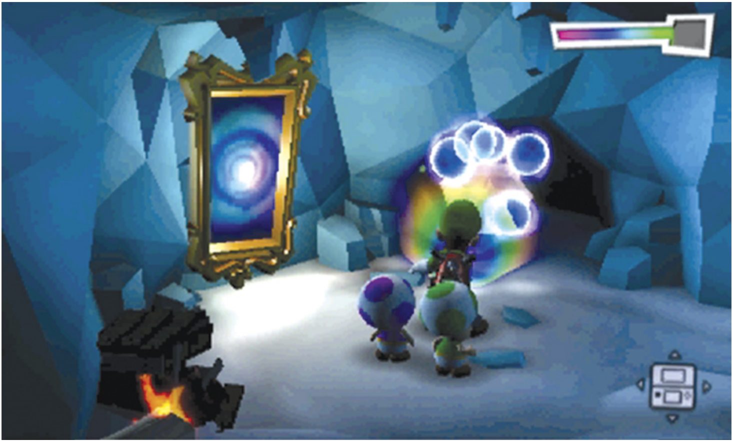
When you arrive in the Ancient Exhibit, use the nearby torch to ignite the log. Carry the flaming log back through the E-Gate. When you reach the Front Entrance, use the E-Gate just west of the steps to enter the Ice Age Exhibit.



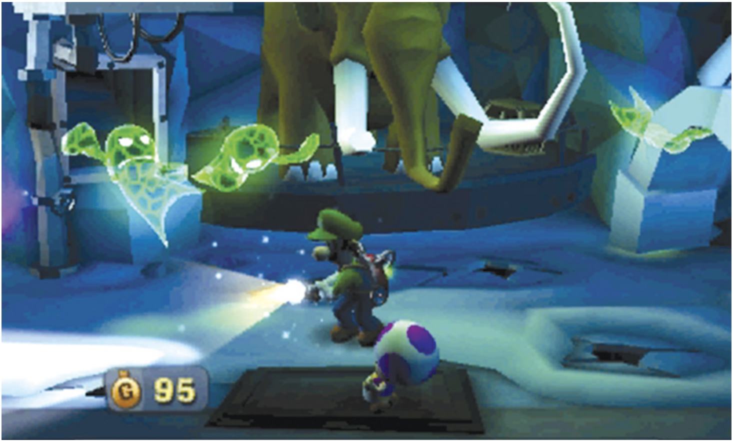
3 When you emerge in the Ice Age Exhibit, use the flaming log to melt the ice on the west side of the room.



Step into the revealed alcove and melt the ice along the north wall. When you’re finished, drop the flaming log and use the Dark-Light Device to draw the Toad Assistant out of the framed sketch.

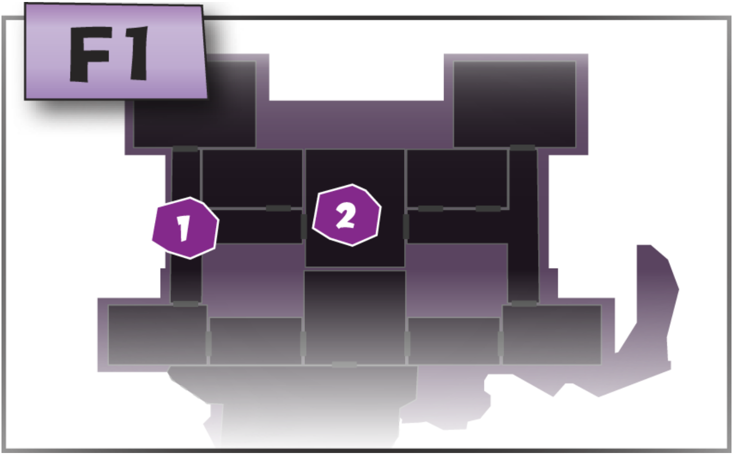


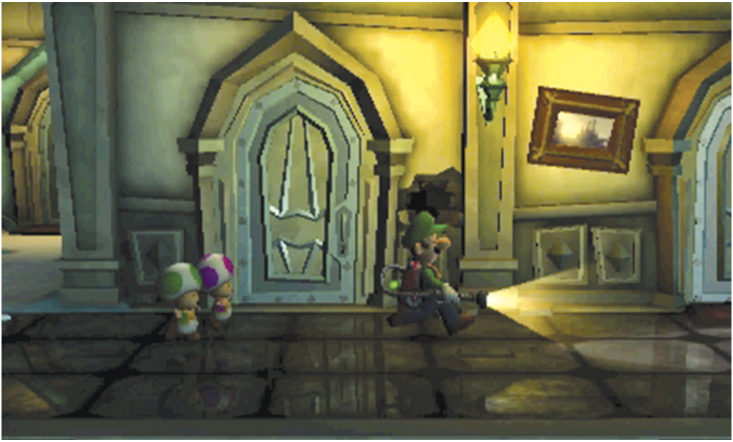
Once you free the second Toad, Professor E. Gadd calls with an update. Answer the Duel Scream, then use the Dark-Light Device to reveal the chest in the alcove’s north wall. After you capture the Spirit Balls, search the chest to find a nice stash of treasure. When you’re ready, lead the Toad Assistants out of the alcove.



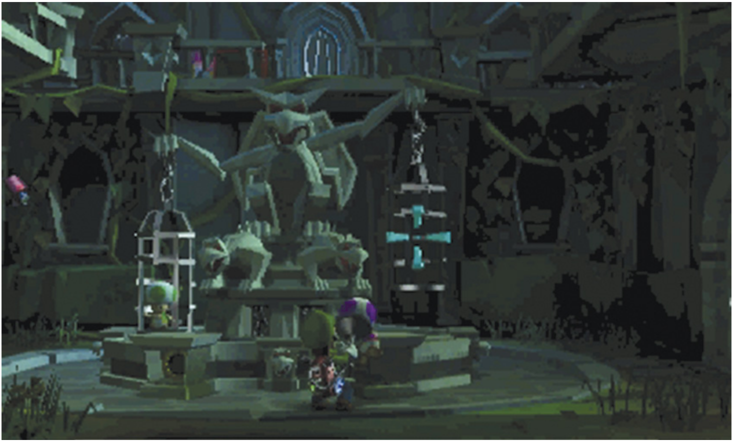
As you leave the alcove, three Strong Greenies appear in the Ice Age Exhibit. As you capture these ghosts, take care to avoid the fishing holes on the floor. Capture the Strong Greenies, then calm the panicked Toads. When you're ready, use the door in the south wall to enter the Grand West.

Send the Toads to the Bunker

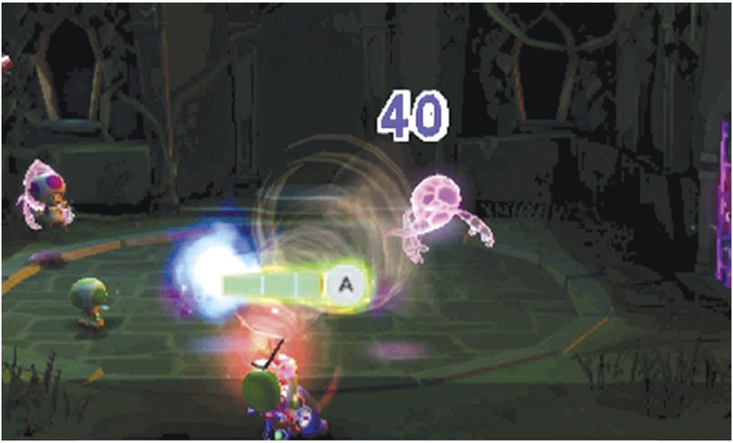




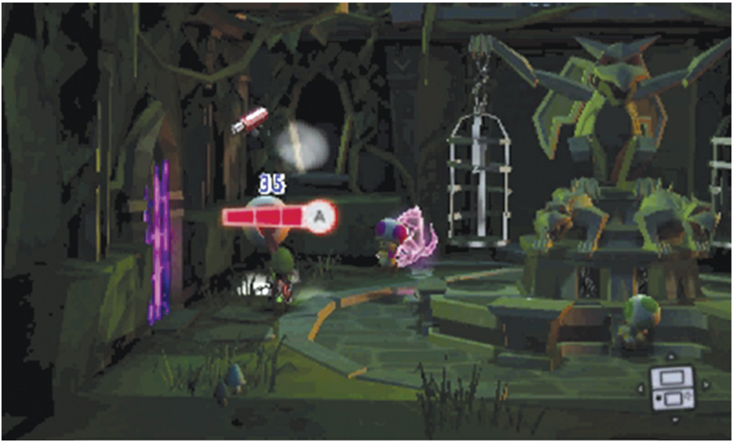
1 Move to the three-way intersection at the center of the Grand West, then head east. Open the door at the end of the path and lead the Toads into the Inner Courtyard.



2 Move to the center of the Inner Courtyard and launch a Toad into each of the cages hanging from the statue. When both Toads are in place, a Boo appears at the base of the statue. Unfortunately, Boopa Troopa brings a few allies into battle.

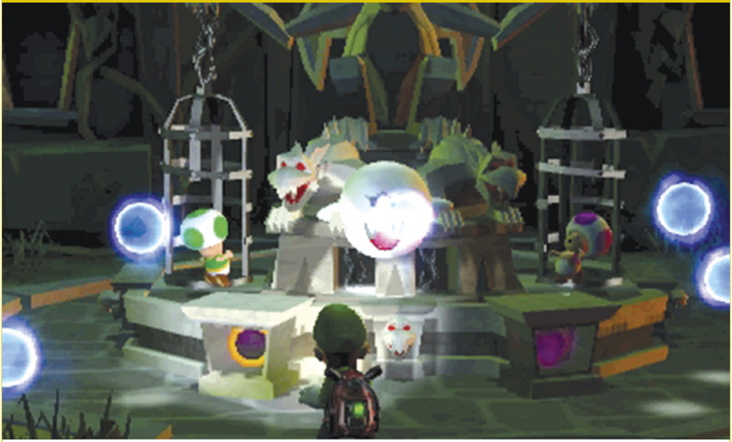


During this battle, you must defeat a Boo and two Strong Sneakers. It's usually best to deal with at least one Strong Sneaker before you attack Boopa Troopa. However, this leaves Boopa Troopa free to fill the room with Spirit Balls and perform its extremely fast charge attacks. As you wear down the Strong Sneakers, allow your target to drag you out of dangerous areas.



Once you've captured at least one of the Strong Sneakers, the battle becomes a little more manageable. Use the Dark-Light device to search for Boopa Troopa, any remaining Strong Sneakers, and any missing objects. If you manage to find Boopa Troopa before you capture both Sneakers, use the standard methods to weaken it—just make sure you keep an eye out for incoming attacks. Capture all three ghosts to end the battle.

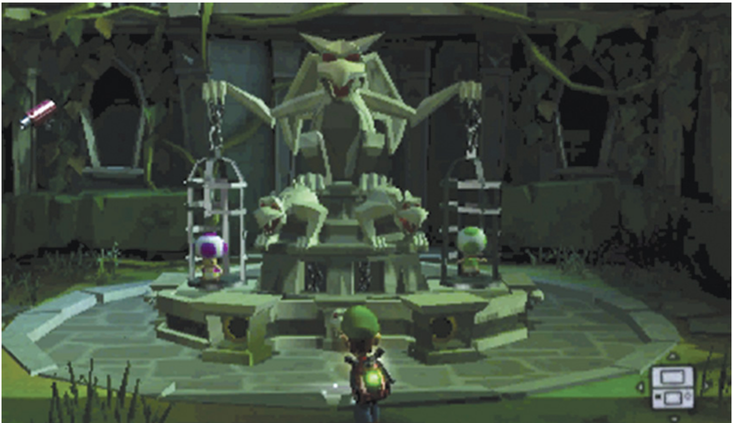
Boo Location

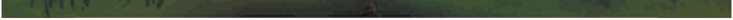


This mission's Boo is hiding in the Inner Courtyard. After you free both Toad Assistants, launch a Toad into each of the cages at the center of the area. When both Toads are in place, Boopa Troopa appears with two Strong Sneaker allies.

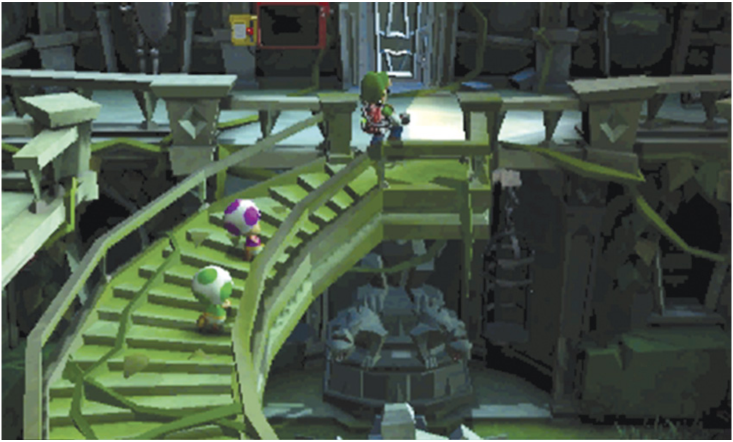
Tip

If you take too much damage during the battle, vacuum the weeds scattered around the room for a chance to find a Heart.





After you clear the room of ghosts, launch the Toads back into the cages. When both Toads are in place, two panels open on the base of the statue. Flash the revealed green circular panels with a single Strobulb flash to trigger a cutscene.



After the spiral staircase emerges from the ground, lead the Toads up the steps. When you reach level F2, activate the Pixelator on the north wall to transport both Toad Assistants out of the area. Once the Toads are gone, answer the Duel Scream to complete the mission and return to the Bunker.

E-3 A Train to Catch

Professor E. Gadd's Mission Description

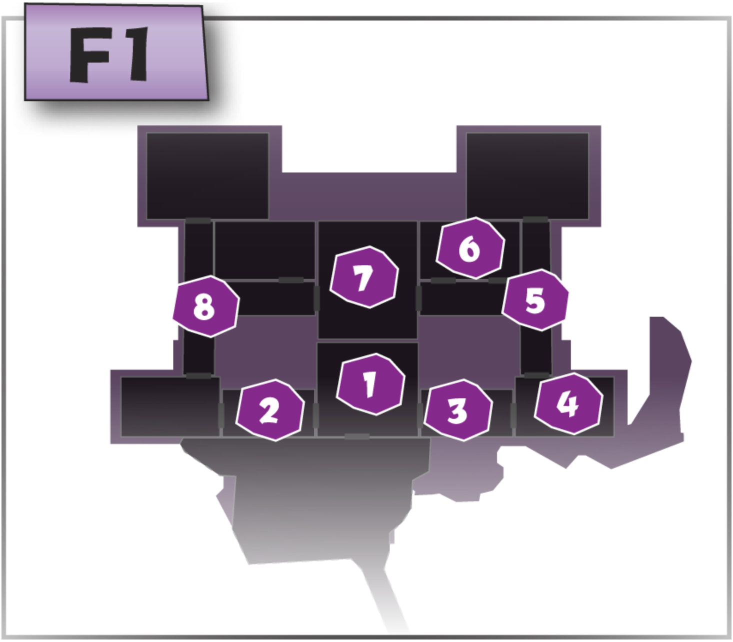
The Toad Curators brought a security-camera image back with them. Maybe it'll give us some clues about the next Dark Moon piece.

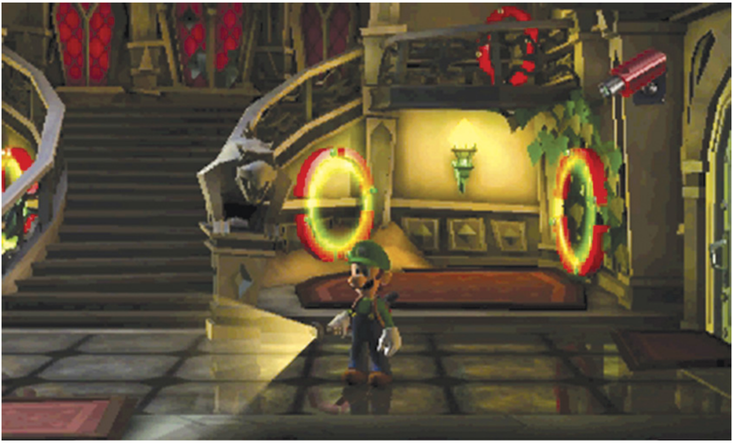
Note

When you select this mission, you have the opportunity to examine a security image. When you're ready, press Ⓑ to continue the mission briefing.

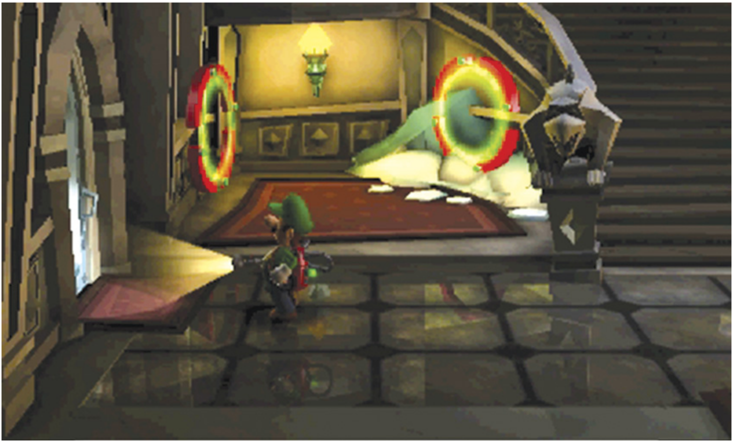
Reach the Inner Courtyard

F1





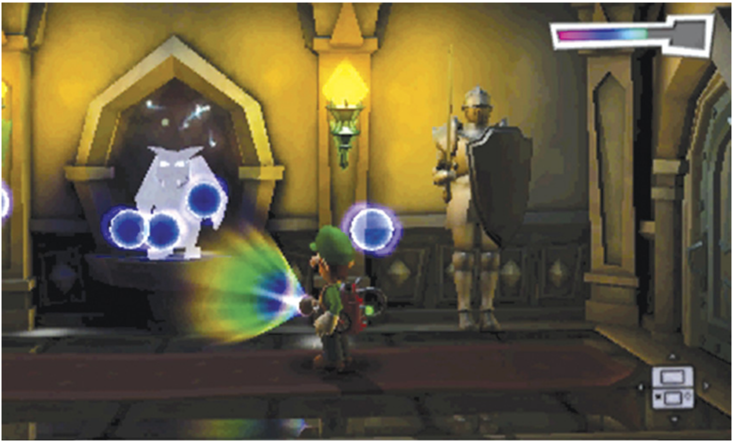
1 When the mission starts, you're transported to the Front Entrance. The four E-Gates at the bottom of the stairs are active, but the E-Gates at the top of the stairs are not. Once you've activated the remaining E-Gates, the Front Entrance will once again serve as an important junction between the connected rooms.



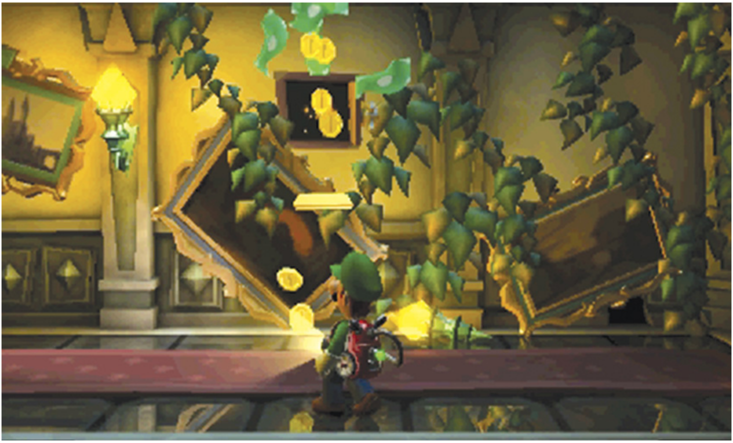
There are two relatively direct paths to your first objective, and both paths contain hidden treasure worth collecting. Use the door in the west wall to make a quick trip into the West Gallery.

Note

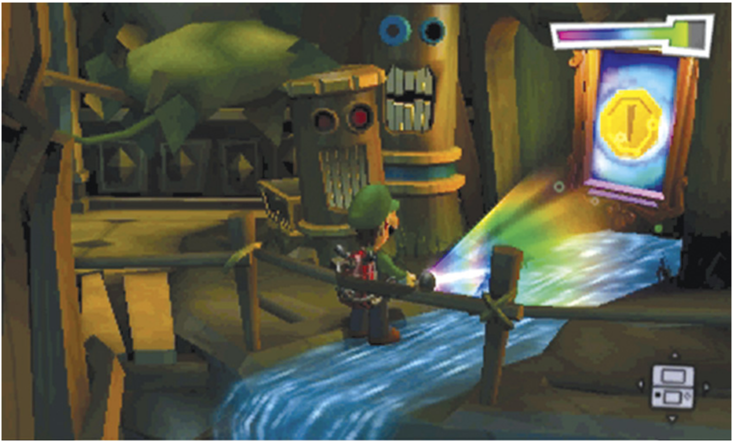
You're free to search the Veranda during this mission. The area only contains a small amount of treasure, however—it may not justify the time an extensive search would take.



2 During this mission, the suits of armor in the West Galley react to your presence. When you step through the door, dash to the center of the area to avoid the suit of armor's swinging sword. Use the Dark-Light Device to reveal the missing gargoyle on the north wall. After you capture the Spirit Balls, flash the gargoyle to earn some treasure. When you're ready, dash back to the door in the east wall and return to the Front Entrance. Continue through to the door in the Front Entrance's east wall to find the East Gallery.



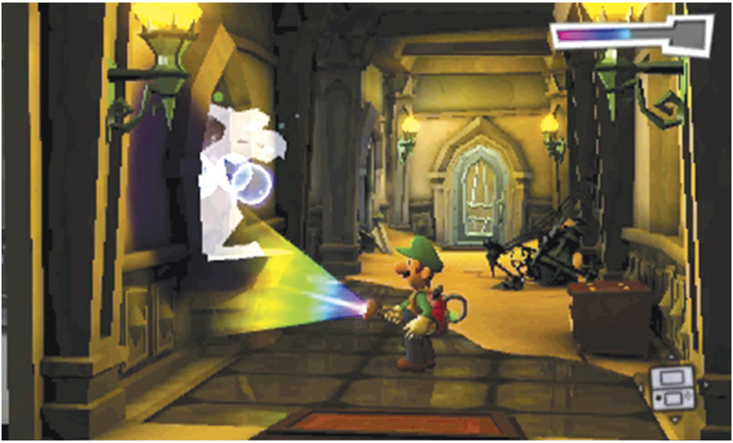
3 As you move through the East Gallery, flash the safe on the north wall and collect the treasure that spills to the floor. When you're ready, use the door in the east wall to reach the Jungle Exhibit.



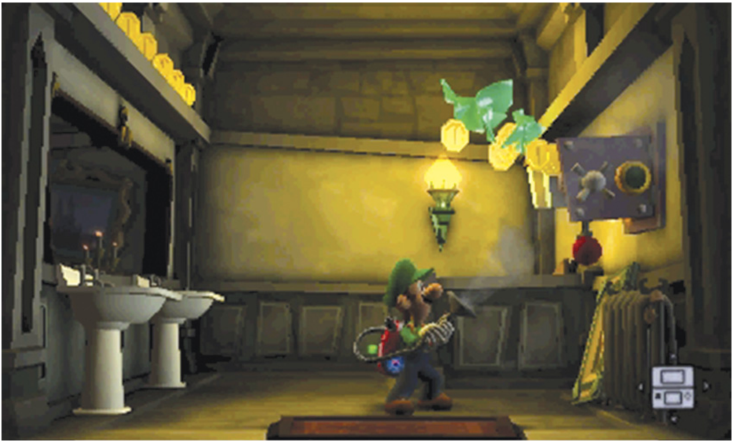
4 When you enter the Jungle room, follow the wooden walkway to the east. Use the Dark-Light Device to reveal the treasure in the framed sketch, then vacuum the coins as they come spilling out. When you're ready, head through the door in the north wall and enter the Grand East.

Tip

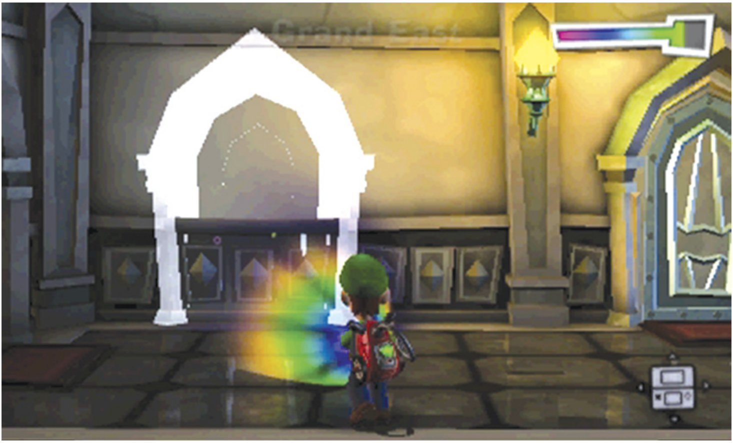
You'll revisit the Jungle Exhibit as the mission progresses. While it's helpful to collect the treasure from the sketch at this point, don't waste time searching the area below the ledge.



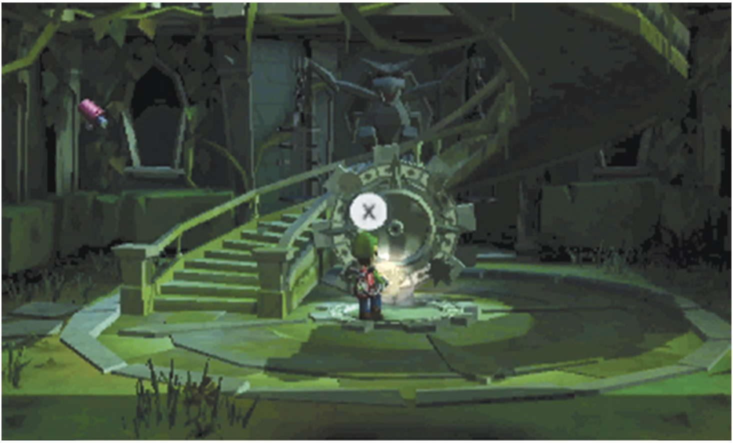
5 Use the Dark-Light Device to reveal the missing gargoyle at the south end of the Grand East. Flash the gargoyle, then continue to the intersection at the center of the area. Slide a few steps to the west and enter the east half of the Restrooms.



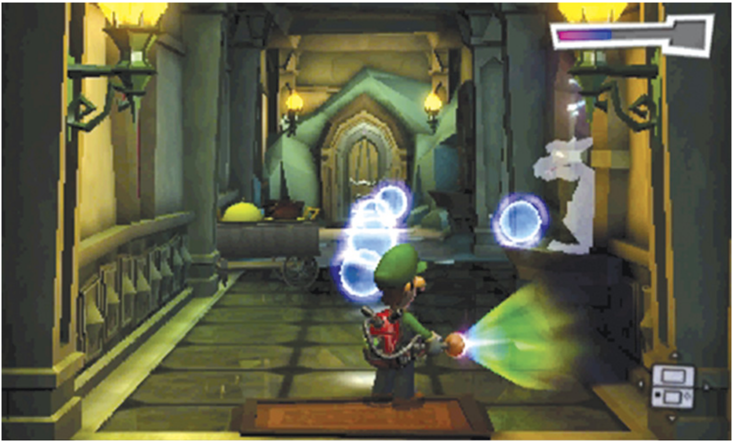
6 Flash the safe in the east half of the Restrooms and collect the treasure that spills out. Vacuum the coins above the sinks, then head back out to the Grand East.



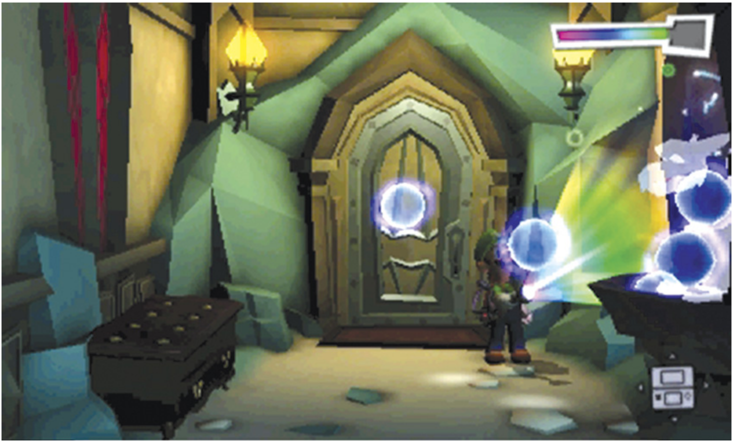
If you haven't already collected the Drop Diamond, use the Dark-Light Device to reveal the missing door to the west half of the Restrooms. If you collected the Gem during the previous mission, use the door at the west end of the Grand East to enter the Inner Courtyard.



7 Move to the center of the Inner Courtyard and place Professor E. Gadd's makeshift rotor in the slot at the base of the spiral staircase. When the cutscene ends, answer the Duel Scream. You can now spin the rotor to rotate the spiral staircase. Before you head upstairs, however, take a moment to search the Grand West.



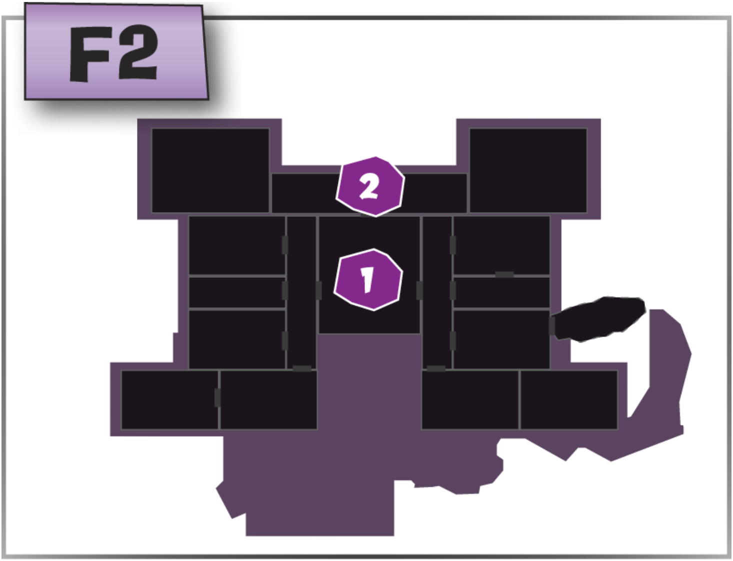
8 Use the Dark-Light Device to revel the gargoyle at the south end of the Grand West. After you capture the Spirit Balls, flash the gargoyle to earn some treasure. Use the Dark-Light Device to reveal the chest along the west wall, then move north.

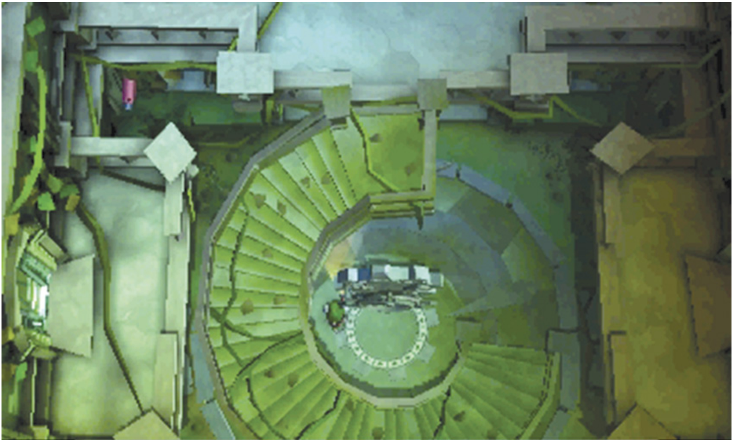


Use the Dark-Light Device to reveal the gargoyle just outside the Ice Age Exhibit. There's no compelling reason to visit the Kitchen during this mission, and you'll visit the Ice Age Exhibit and the Dark Age Exhibit as the mission progresses. When you're ready, turn around and head back to the Inner Courtyard.

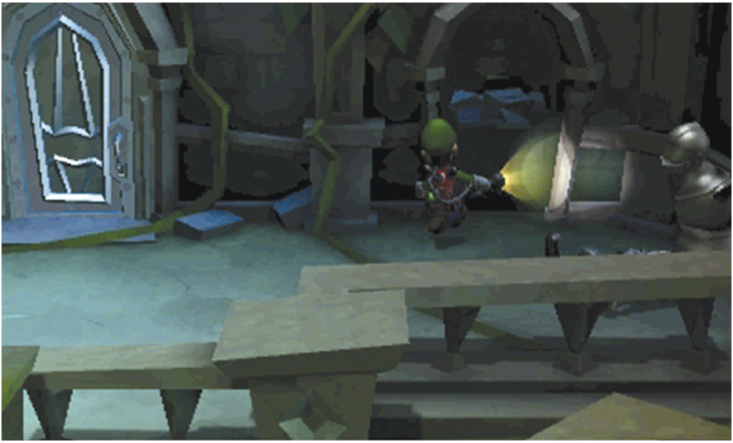
Check the Terrace

F2

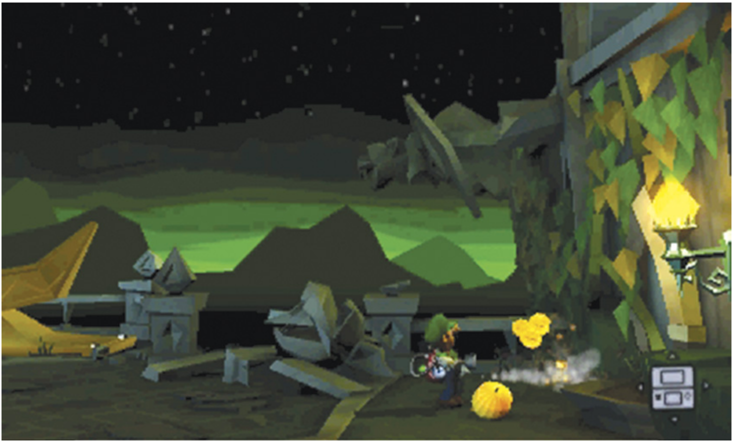




1 Use the Poltergust to spin the rotor until the spiral staircase connects to the north platform. When the stairs are in place, climb up to level F2.

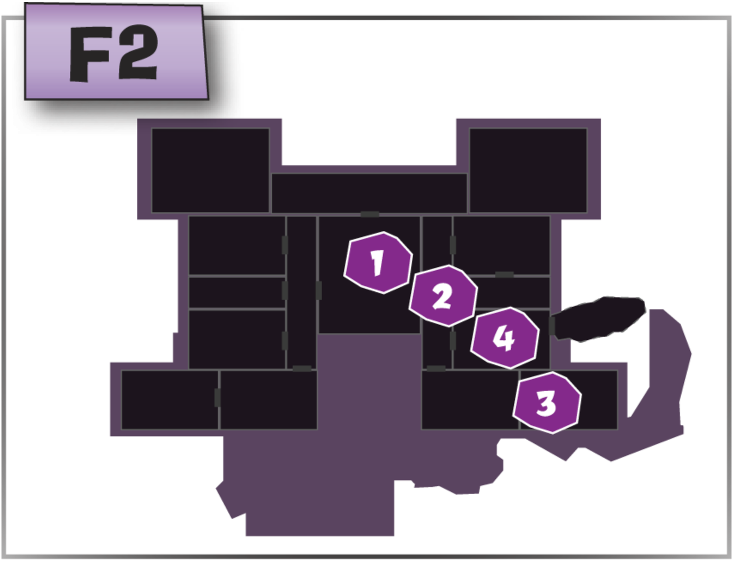


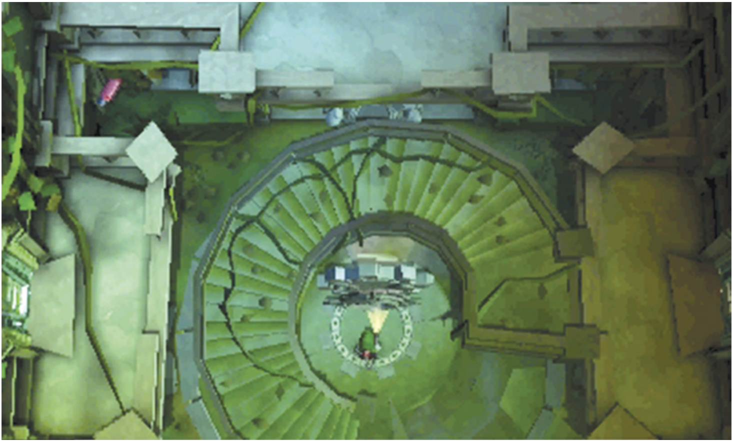
Search the nearby suits of armor, then use the hole in the Inner Courtyard's northeast corner to peek out to the Terrace. When you're ready, use the door in the north wall to head outside.



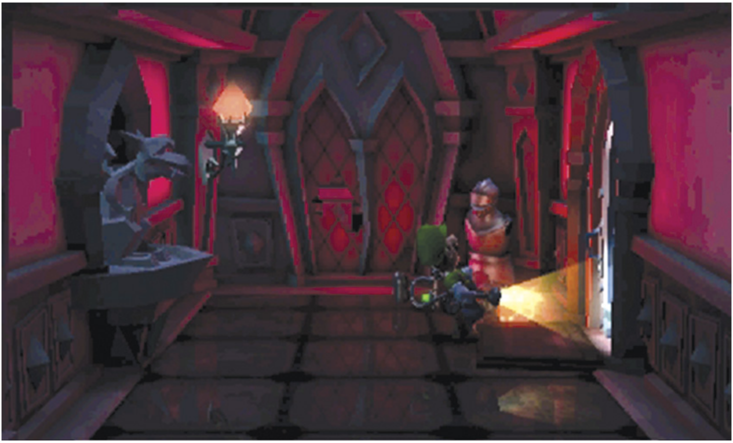
2 The ghosts you saw through the wall have vacated the area, but there's a bit of treasure hidden in the pumpkins at either side of the Terrace. Vacuum each pumpkin and launch it into a wall to reveal a small amount of treasure. When you're ready, leave the Terrace and head back down the spiral staircase.

Investigate the Nautical Exhibit



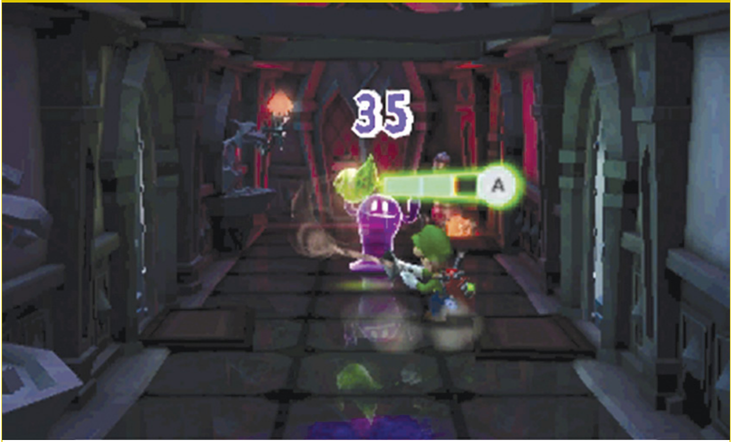


1 Spin the rotor in the Inner Courtyard until the spiral staircase connects to the east platform. Climb back up to level F2 and enter the East Corridor.

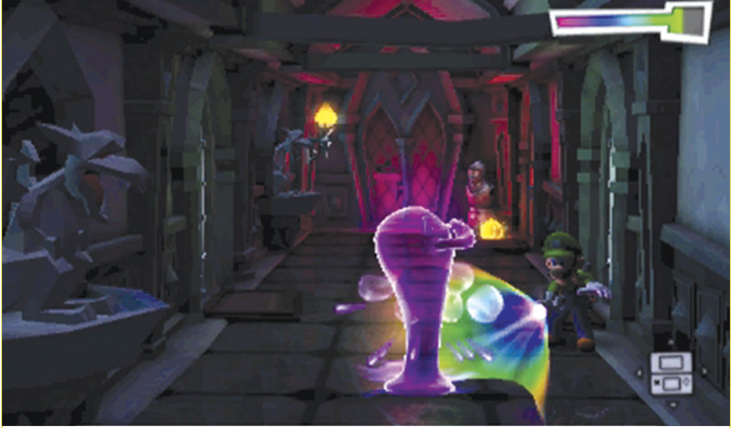


2 When you enter the East Corridor, there's a trail of coins that appears to lead to your next objective. As you reach the end of the coins, the door near the area's northeast corner slams shut—don't be fooled by this false door! If you attempt to open it, the door slams you against the wall and some nearby ghosts come out of hiding. If you'd rather avoid this battle, skip the door and search the rest of the hall.

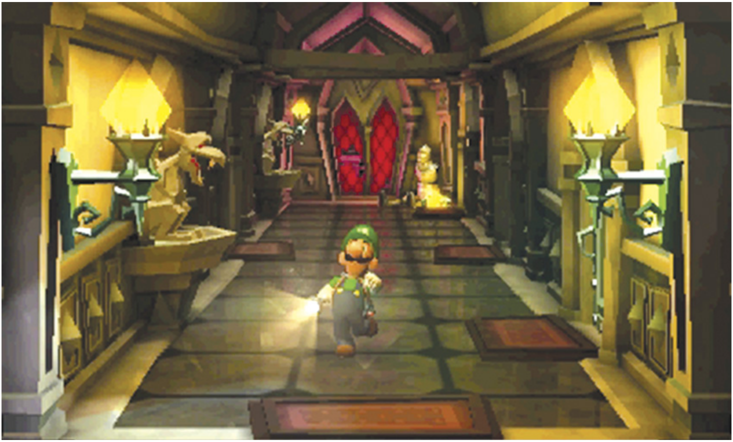
East Corridor Ambush



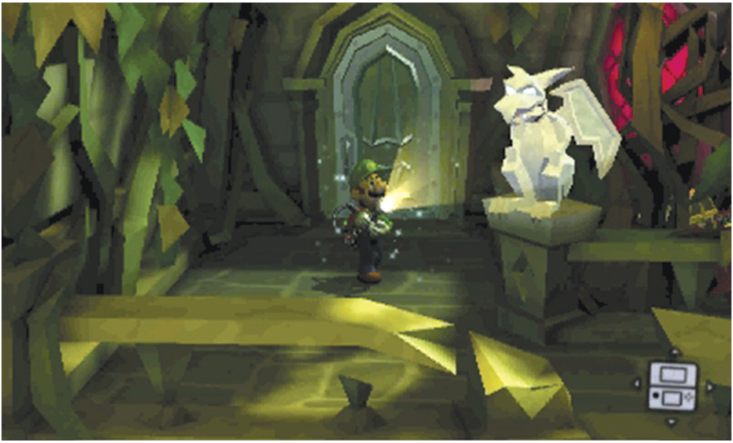
Opening the false door ensures that you take a small amount of damage, but the resulting battle does give you a chance to earn some extra treasure. If you choose to trigger this ambush, a Strong Greenie and two Creepers appear in the East Corridor. Capture the strong Greenie first, but don't let it drag you through either of the Creepers.



After you capture the Strong Greenie, Use the Dark-Light Device to force the nearest Creeper out of its puddle-form. When the ghost shows itself, flash it and perform an A-Pull to capture it. Search the floor for the remaining Creeper puddle and repeat the process to clear the East Corridor. To maximize your reward, make sure you finish each ghost with a fully charged A-Pull.



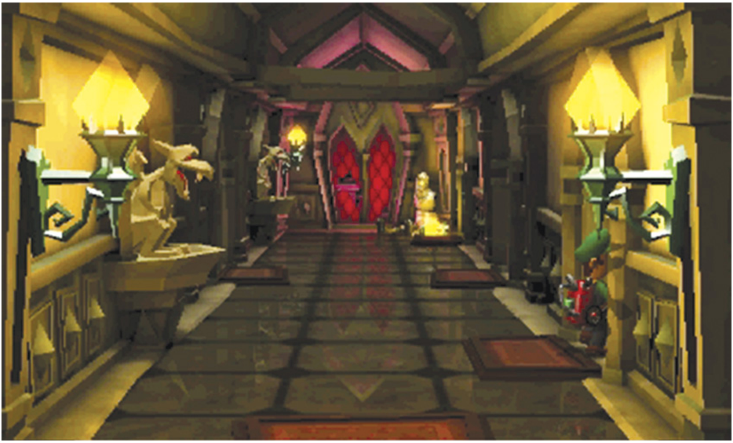
Peek through the window at the north end of the East Corridor and search the nearby suit of armor. Flash the gargoyles in the area, then use the door in the south wall to make a quick trip to the East Balcony.



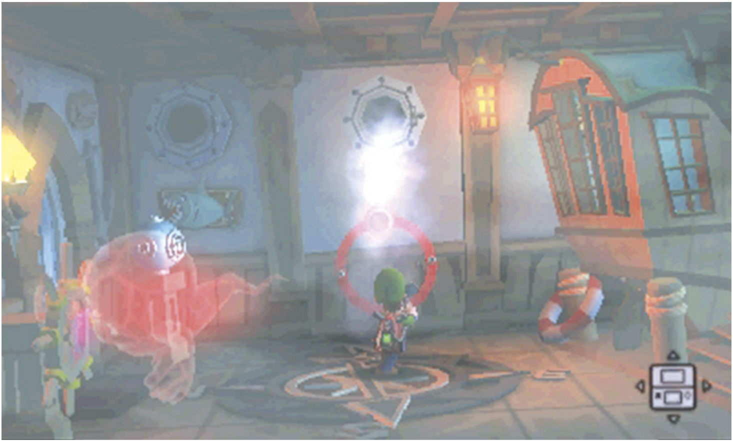
3 Flash the gargoyle on the East Balcony, but make sure the beam doesn't hit the frogs in the nearby enclosure. When you're ready, head back into the East Balcony.

Tip

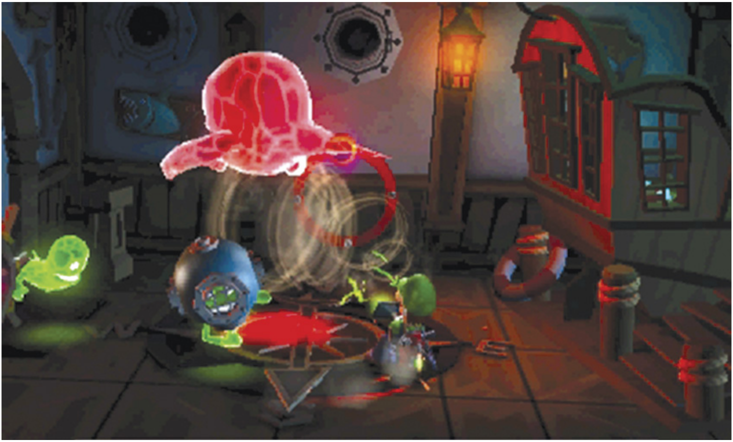
As the mission progresses, you'll find a path into the East Balcony enclosure. Don't flash the frogs until you're in position to capture the resulting treasure!



When you're ready, use the door near the East Corridor's southeast corner to find the Nautical Exhibit.



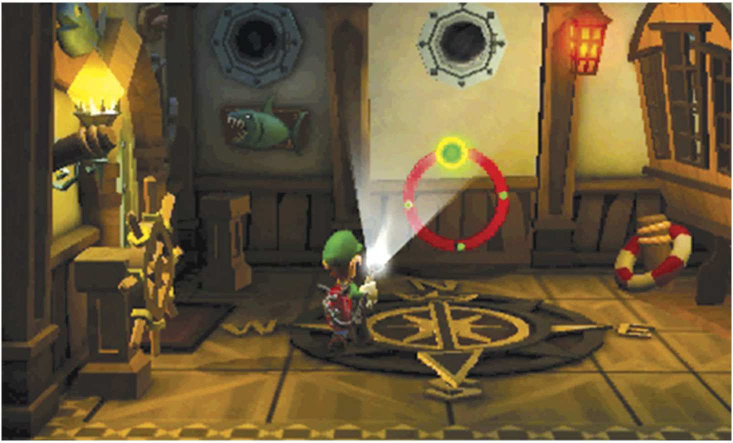
4 When you first enter the area, a Strong Slammer is using a ship's wheel to flip an E-Gate between the Nautical Exhibit and the Study. The fog pouring into the room is so thick that your Strobulb flashes have no effect on the enemy. Use the Poltergust's blower mode to close the porthole above the rotating E-Gate, then vacuum the fog from the room.



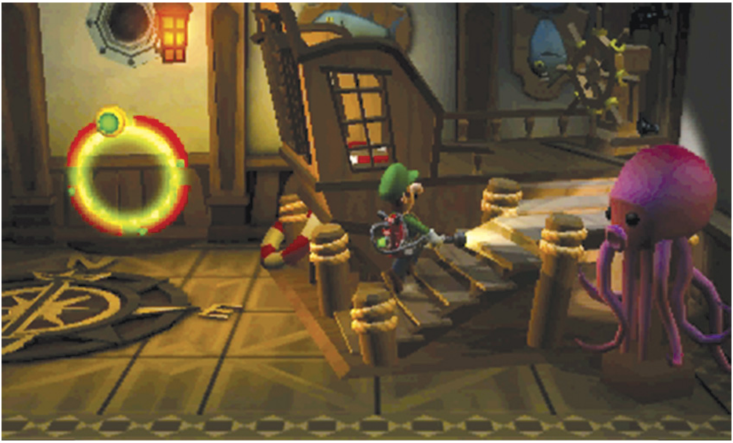
When you vacuum the last of the fog, flash the Strong Slammer and latch on with the Poltergust. When you do, two more ghosts appear in the room. As you wear down the Strong Slammer, dodge any incoming attacks from the Strong Greenie and the Greenie equipped with a diving helmet.

Tip

When you see the Greenie peek out from under its helmet, release the Strong Slammer and try to flash all three ghosts at once.



After you capture all three ghosts, it's time to activate the E-Gate. If the E-Gate isn't currently on the north wall, use the Poltergust to spin the wheel in the room's southwest corner. When the E-Gate is in position, flash it with the Strobulb.

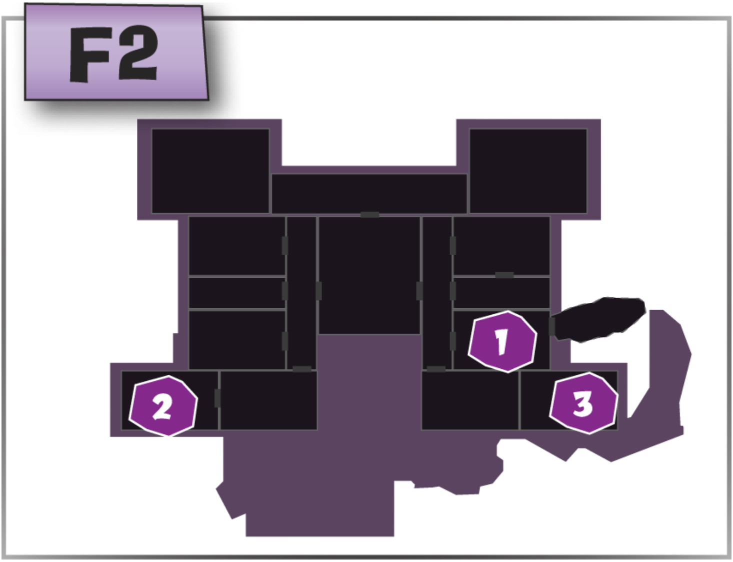


Investigate the pirate ship embedded in the east wall, but avoid the octopus near the steps. When you step on the life preserver on the ship's deck, the nearby wheel drops out of sight. To follow the revealed path, however, you must find something heavy enough to take your place on the life preserver.

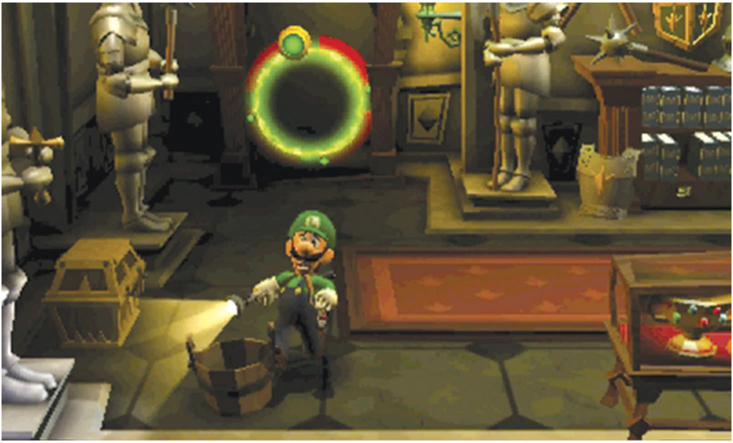
Caution

If you inspect the octopus in the southeast corner of the Nautical Exhibit, the creature attacks you. Keep your distance!

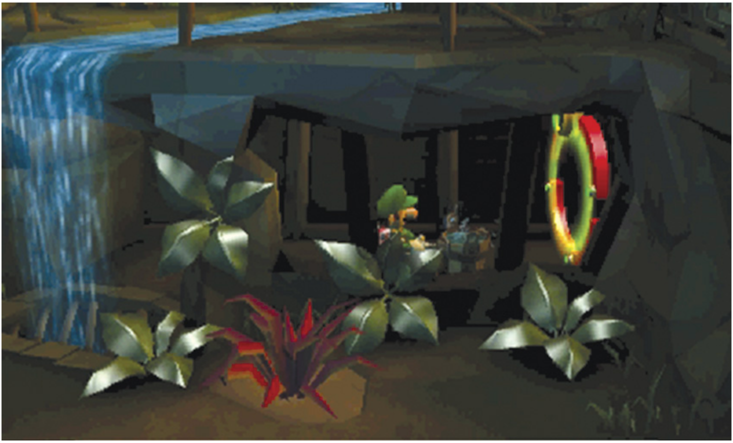
Search the Pirate Ship



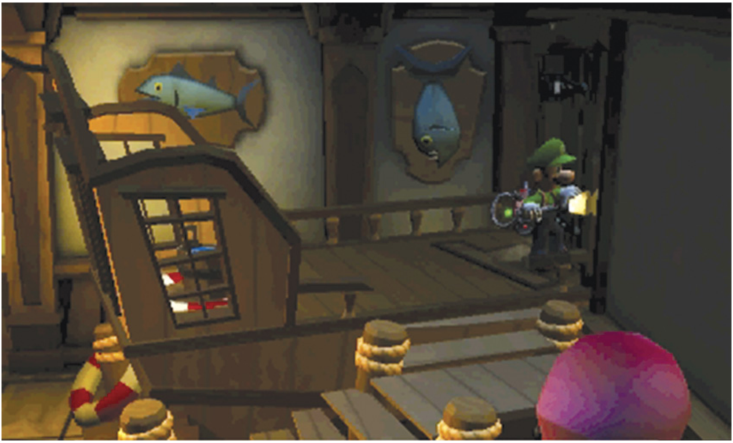
1 It takes a bit of preparation to get past the pirate ship's wheel, and the first step involves a trip to the Dark Age Exhibit. Use the E-Gate currently in the Nautical Exhibit to return to the Front Entrance. Head down the stairs and use the E-Gate on the west wall to reach the Dark Age Exhibit.



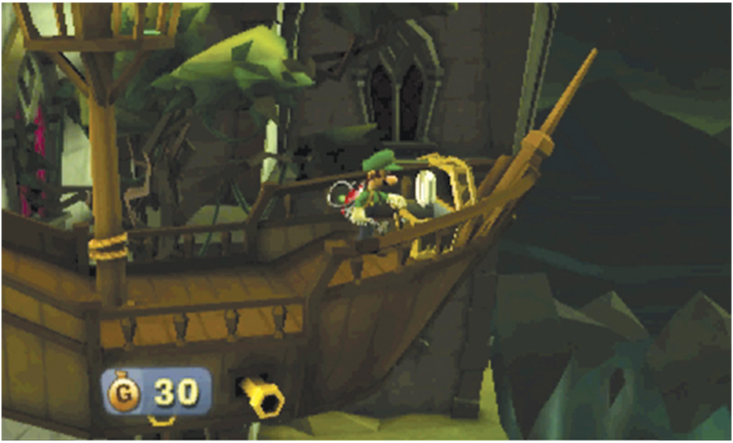
2 When you emerge in the Dark Age Exhibit, vacuum the bucket in the southwest corner and head back through the E-Gate. After you return to the Front Entrance, carry the bucket past the stairs and use the E-Gate on the east wall to reach the Jungle Exhibit.



3 When you appear in the Jungle Exhibit, fill the bucket at the nearby waterfall, then turn around and carry it back through the E-Gate. Climb the stairs in the Front Entrance and use the E-Gate on the east wall to travel back to the Nautical Exhibit.



When you emerge in the Nautical Exhibit, climb back up to the pirate ship and drop the filled bucket on the life preserver. After the nearby wheel drops through the deck, open the door in the east wall to search the rest of the ship.

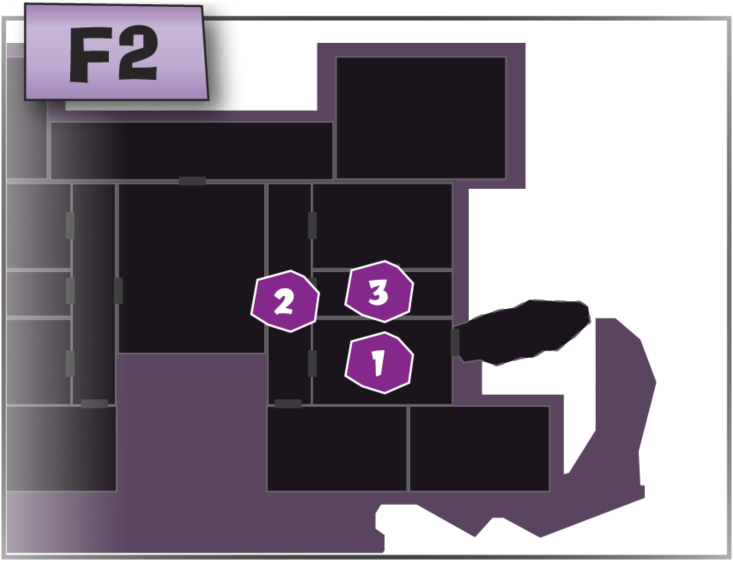


As you step outside, flash the crows perched high on the ship's mast. Collect the treasure as it falls, then open the chest at the end of pirate ship to find the Octagon Diamond. Collect the Gem, then head back inside.

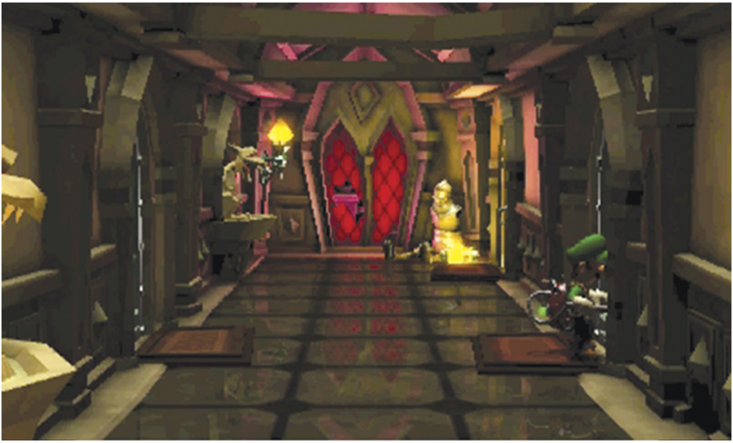
Gem Location

The Octagon Diamond is hidden on the pirate ship protruding from the Nautical Exhibit. Grab the bucket from the Dark Age Exhibit, then fill it in the Jungle Exhibit. Place the bucket on the pressure switch in the Nautical Exhibit, then head through the revealed door. Open the chest at the end of the ship to find the Octagon Diamond.

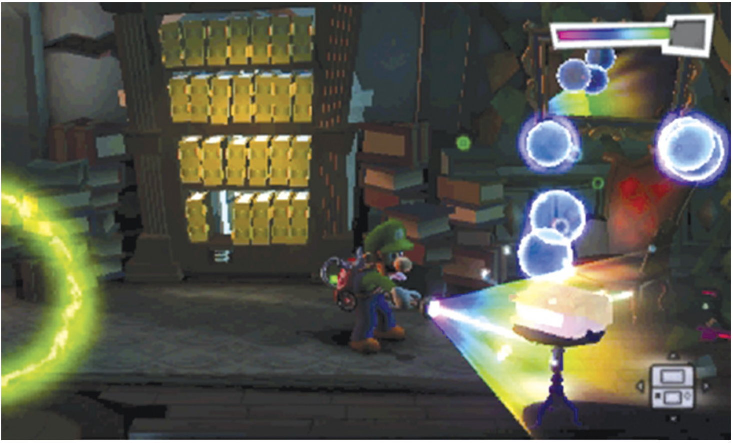
Find the Yellow Book



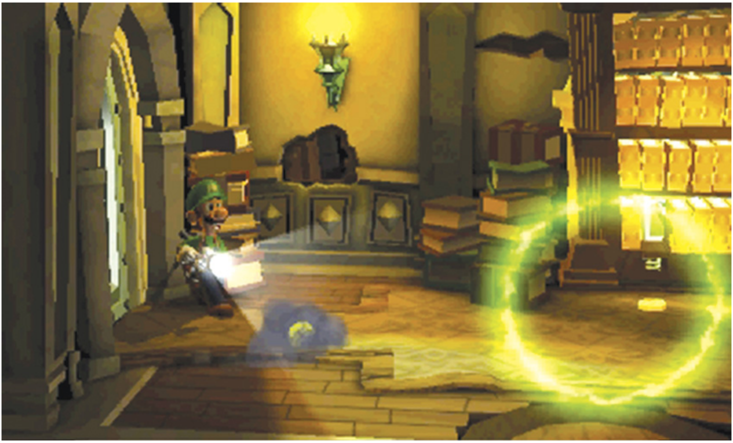
1 After you search the pirate ship, you should be finished with the Nautical Exhibit. Use the Poltergust to spin the wheel in the room's southwest corner to move the E-Gate into the Study. Once the E-Gate's in place, leave the Nautical Exhibit and return to the East Corridor.



2 Move to the doors at the center of the East Corridor, then head through the door in the east wall to find the Study.

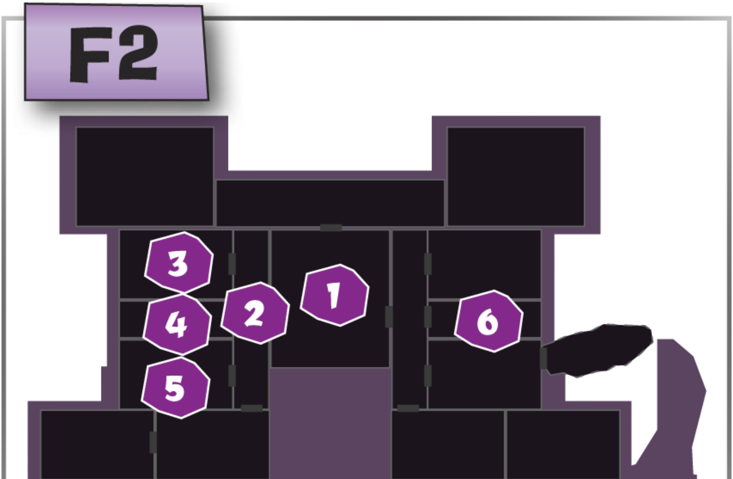


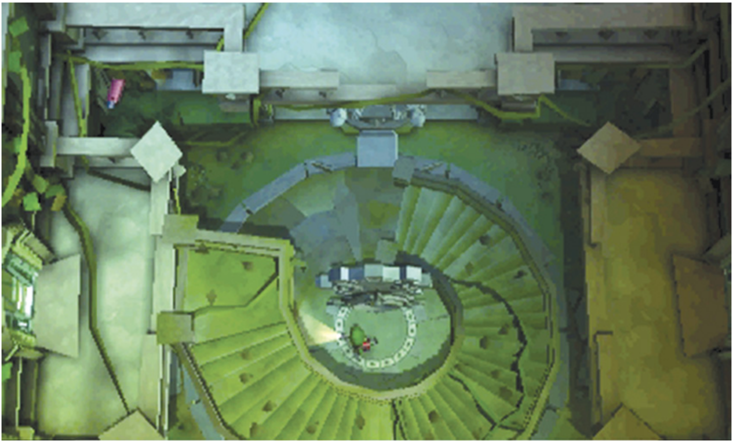
3 When you step into the Study, use the hole in the northwest corner to peek into the Train Exhibit. When you're ready, cross the room and examine the mirror in the northeast corner—the reflection shows a yellow book on the nearby table. Use the Dark-Light Device to reveal the missing book. Capture the Spirit Balls, then vacuum the yellow book and place it in the empty slot on the nearby bookshelf.



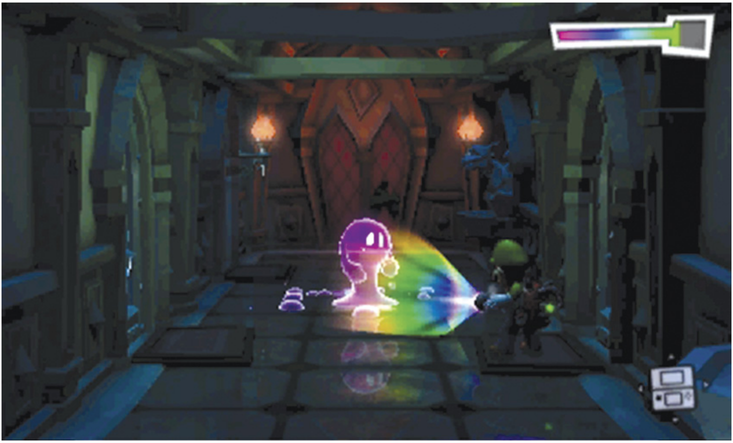
During a brief cinematic, a Strong Poltergeist snatches the book and flees the room. Answer the call on the Duel Scream, then cross to the west wall. When you reach the door, turn around and flash the mice that emerge from the room's southwest corner. Vacuum each coin as it appears, then exit the Study, cut across the East Corridor, and return to the Inner Courtyard.

Retrieve the Yellow Book

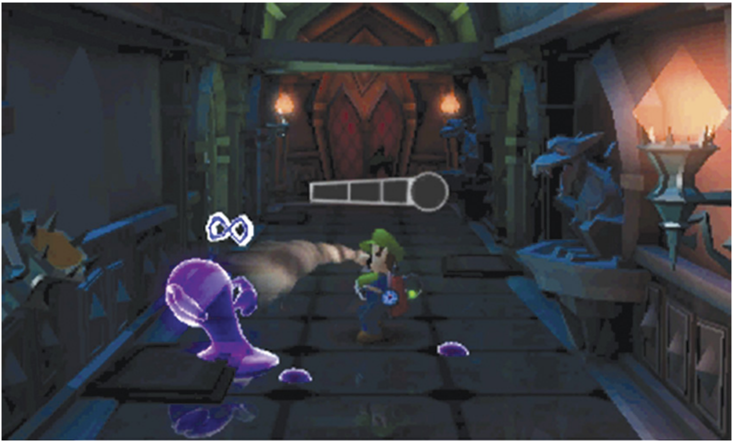




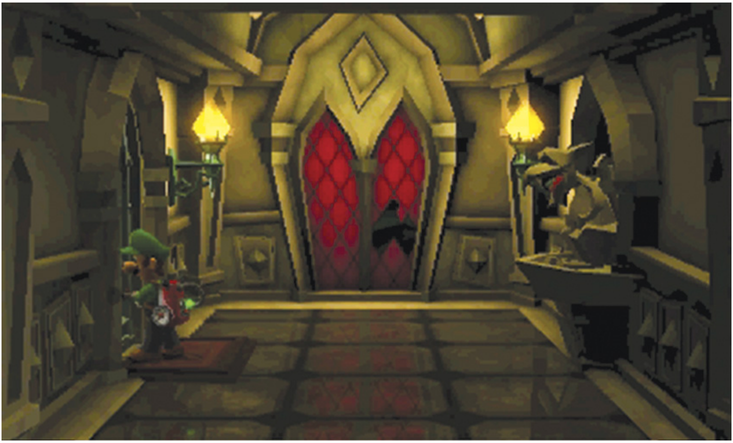
1 Professor E. Gadd believes the Strong Poltergeist is somewhere in the west half of level F2, but he can't pinpoint a specific location. Head down to the rotor and connect the spiral staircase to the Inner Courtyard's west platform. Climb back up to level F2 and continue into the West Corridor.



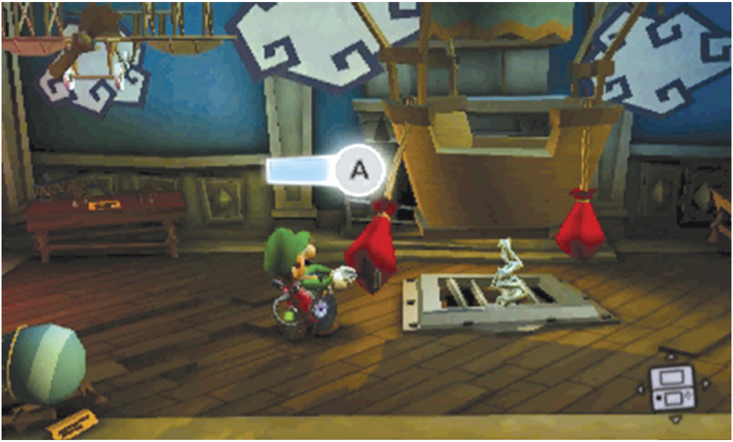
2 When you step into the West Corridor, a gold mouse scurries along the area's north end. Try to flash this critter, but make sure you avoid the Creeper puddled on the floor. When you're ready, use the Dark-Light Device to force the Creeper out of hiding, then capture the crafty Ghost.



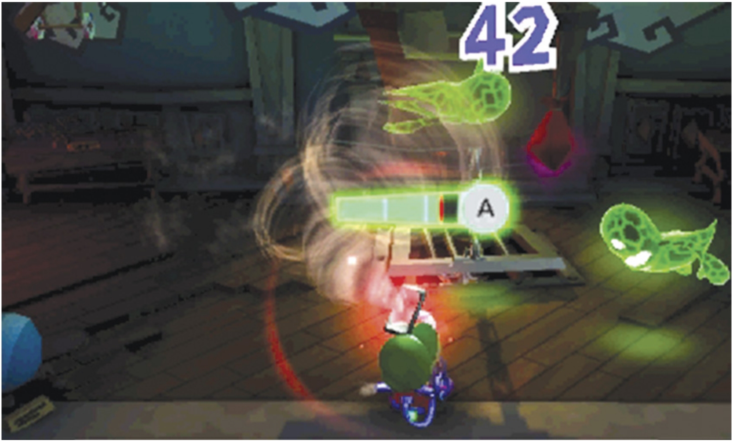
The West Corridor contains a total of three Creepers, so stay alert. As you search the ground for puddles, watch out for any Creepers that might drop down from the ceiling. Move slowly to avoid stumbling into a trap, and capture the ghosts one at a time.



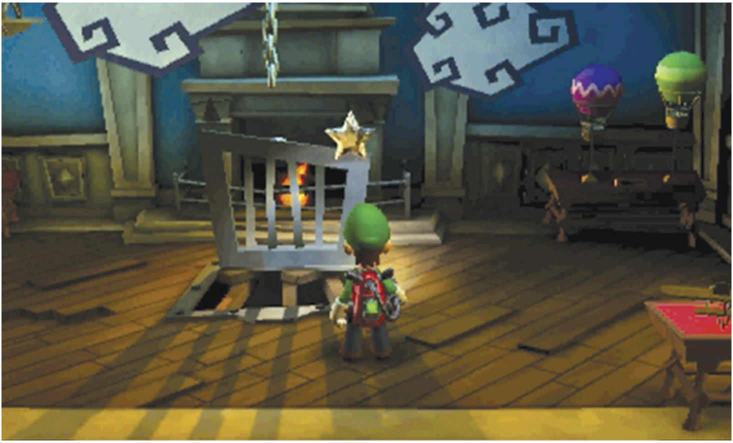
After you capture all three Creepers, look for the gold spiders that appear at the north end of the area. Run into range and flash the gold spiders before they escape, then flash the red spiders that drop down around you. Peek through the window in the north wall, then flash the nearby gargoyle. Head through the door near the northwest corner to find the Aviation Exhibit.



3 Search the objects scattered around the Aviation Exhibit, then approach the hot air balloon at the center of the room. A-Pull one of the sandbags hanging from the basket. When you do, a Strong Hider and two Strong Greenies appear in the room.



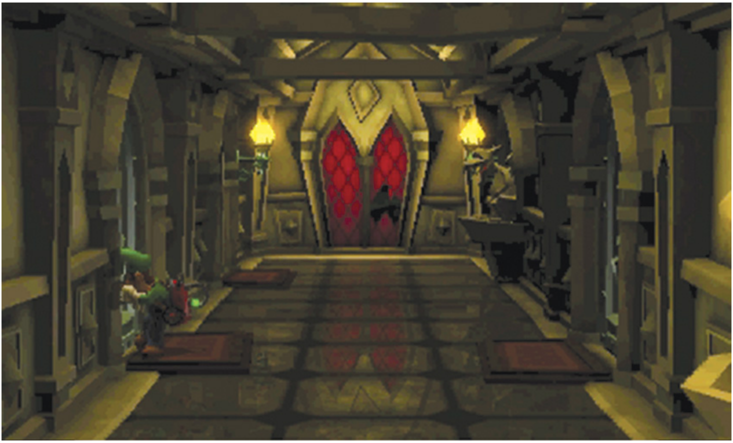
As you attempt to capture the Strong Greenies, watch out for any objects thrown by the unseen enemy. Once you get a bit of breathing room, search the surrounding objects until you find the Strong Hider.



After you capture all three ghosts, A-Pull the remaining sandbag. As the balloon floats out of the room, the Star Diamond pops out of the nearby grate. Collect the Gem and return to the West Corridor.

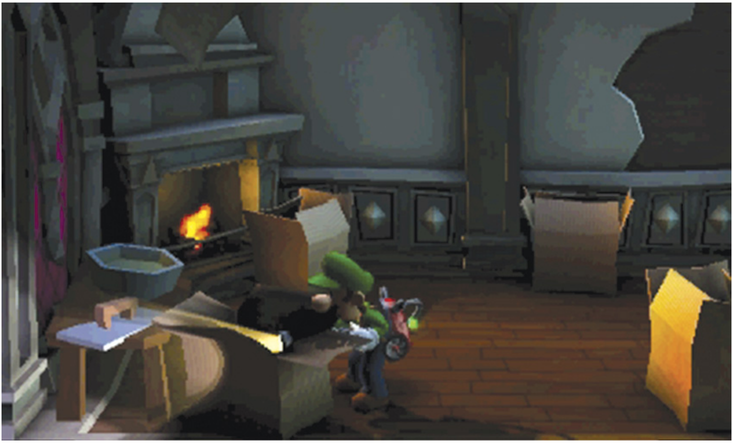
Gem Location

The Star Diamond is under the grate in the Aviation Exhibit. A-Pull each of the sandbags attached to the hot air balloon. After the balloon floats away, collect the revealed Gem.



Slide down to the doors at the center of the West Corridor, then head through the door in the west wall to search the

Archives.



4 When you enter the Archives, move toward the west wall. As you pass between the cardboard boxes, an unseen ghost lets out a laugh. Watch as the flaps on each box move; you must open the boxes in that precise order to find the hidden ghost.

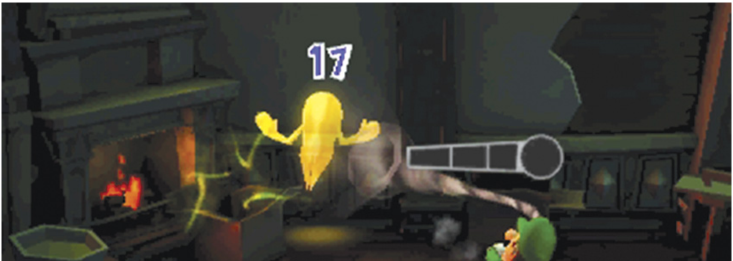
Searching the Archives

Each time you make a correct choice, some papers fly out of the box you searched. Each time you chose the wrong box, however, the ghost laughs and you must restart your search from the beginning of the sequence.

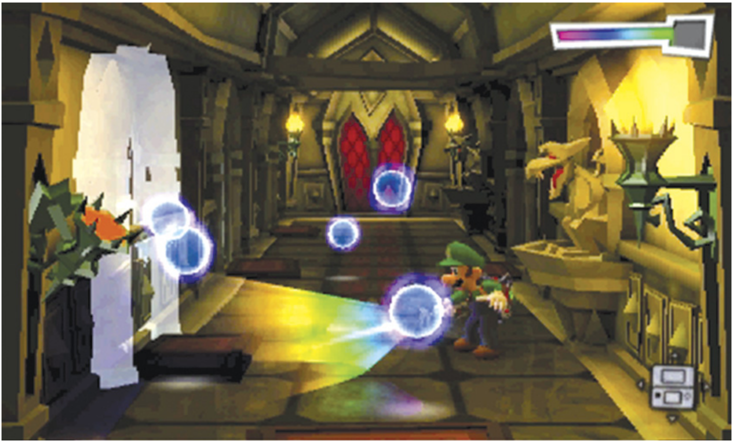
Stand at the center of the boxes and search them in the following order:

- Search the box to the southwest.
- Search the box to the northeast.
- Search the box to the northwest.
- Search the box to the southeast.

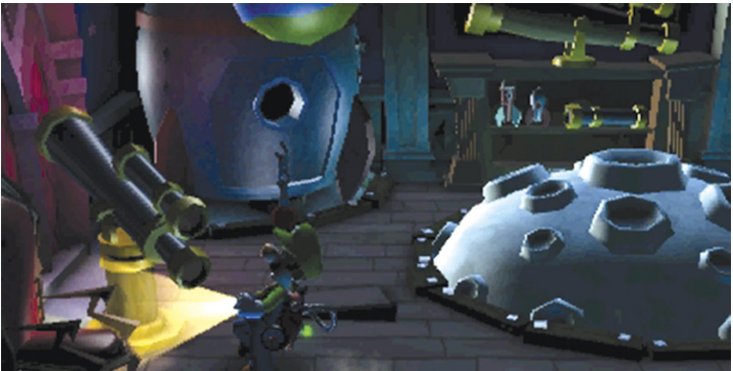
Complete the sequence to find a Gold Greenie.

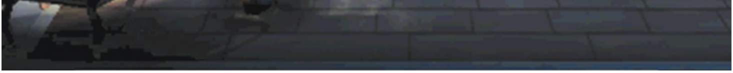


When you complete the proper sequence, a Gold Greenie emerges from the final box. Capture the ghost before it escapes and collect the resulting treasure. Leave the Archives and return to the West Corridor.

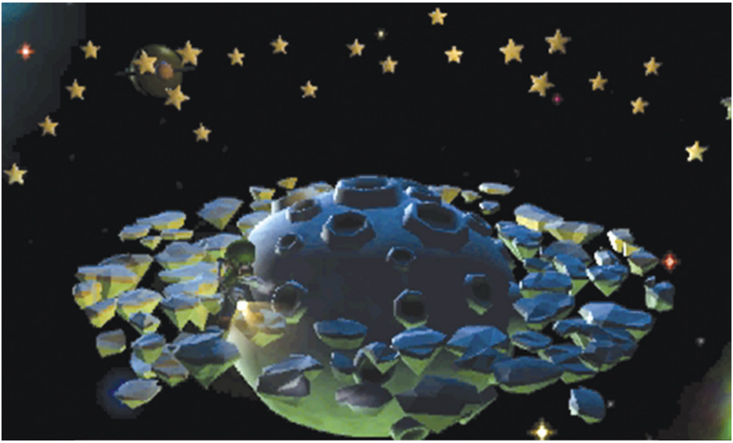


Move down to the south end of the West Corridor and use the Dark-Light Device to reveal the gargoyle on the east wall. Capture the Spirit Balls and flash the gargoyle, then use the Dark-Light Device to reveal the door on the west wall. After you capture the Spirit Balls, head through the door to find the Space Exhibit.

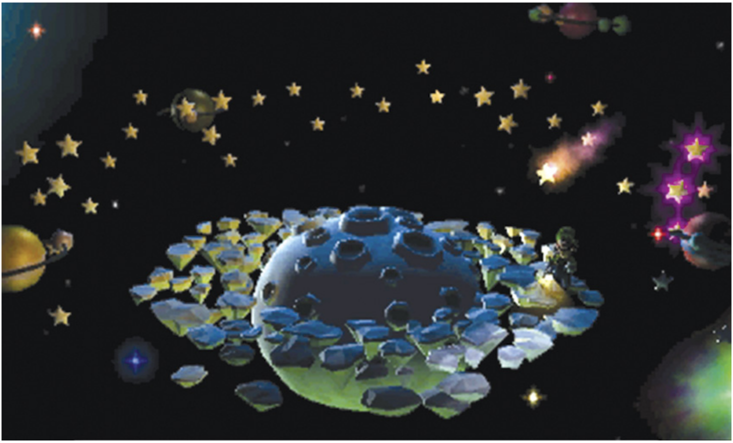




5 Cross to the Space Exhibit's west wall and examine the telescope near the window. When you do, you can see the Strong Poltergeist floating near a moon. Press B to back away from the telescope to find that you've somehow been transported to the very moon you were viewing!

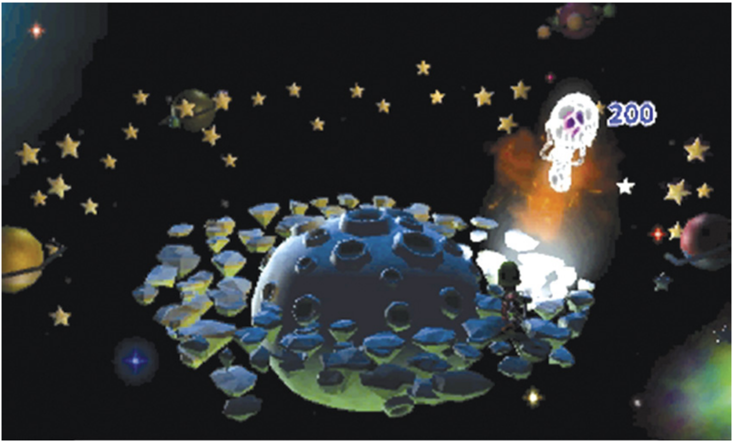


During this encounter, you must move along the moon's spinning asteroid belt and as you look for the hidden enemy. As you do, you must also avoid a constant barrage of incoming attacks! While hidden, the Strong Poltergeist sneaks around the area and throws the surrounding stars at you.

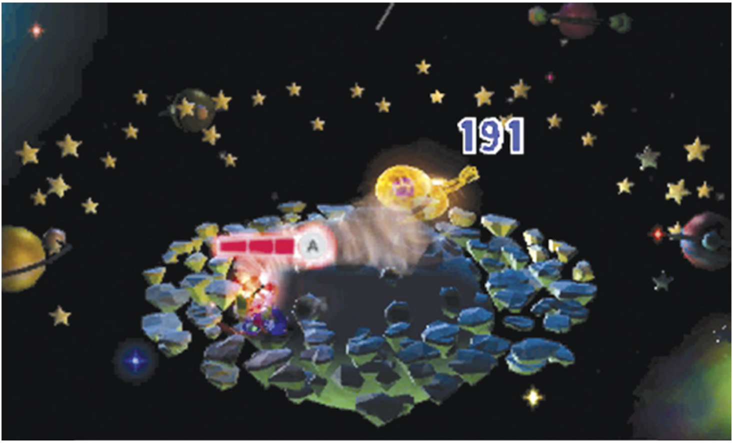


When a cluster of stars glows purple, it means the Poltergeist is about to attack from that location. You can usually flash the glowing stars to interrupt the Poltergeist's attack, but the ghost simply vanishes and moves to a new location. Instead, wait for the attack, then dodge the star and try to flash the ghost before it leaves the area.

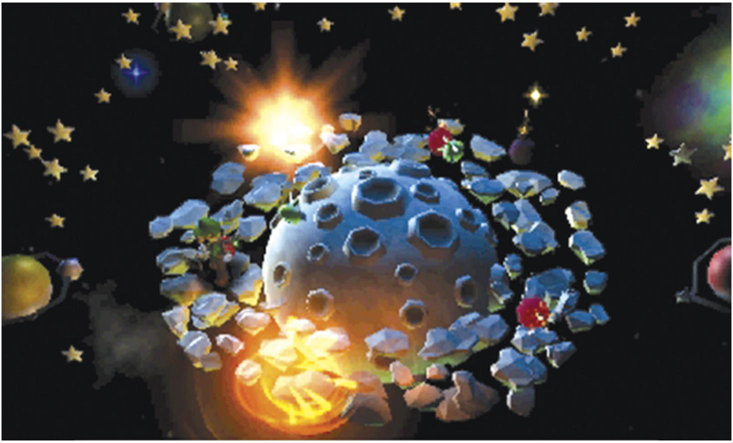
If you flash the Strong Poltergeist without stunning it, fire off a second flash the instant the ghost vanishes. The moving asteroid belt makes it difficult to stay in range, but with a little luck, you might catch the ghost before it moves away.



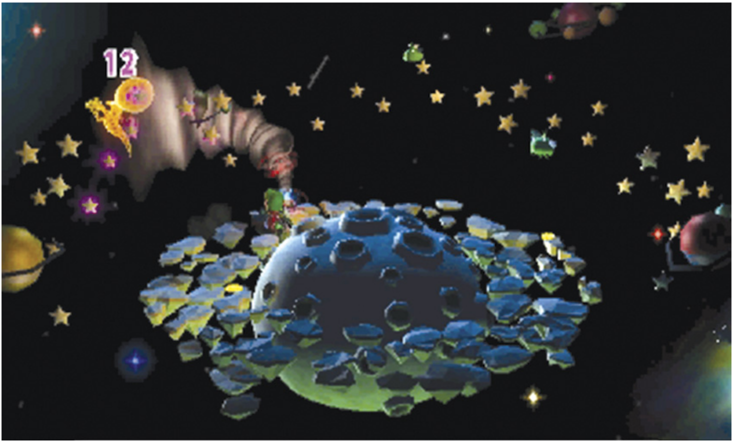
To flash the Strong Poltergeist just after its attack, you must be very close to the glowing stars. Use the asteroid belt to your advantage. When a cluster of stars begins to glow, time your approach so that the asteroids carry you to that location just as the attack occurs. Dodge the thrown star, then immediately flash the area.



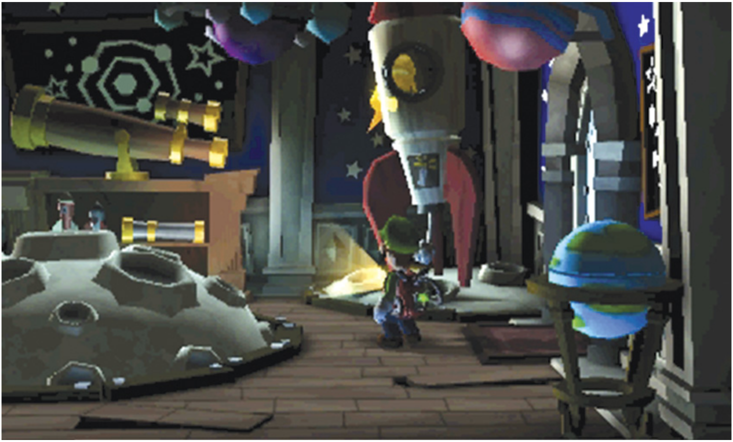
If you manage to stun the Strong Poltergeist, latch on and perform a fully charged A-Pull. As the ghost weakens, it shifts its focus to the asteroid belt. The asteroids gain a burst of speed, knocking you down and freeing the Strong Poltergeist. When the asteroids return to their regular speed, they rotate in the opposite direction.



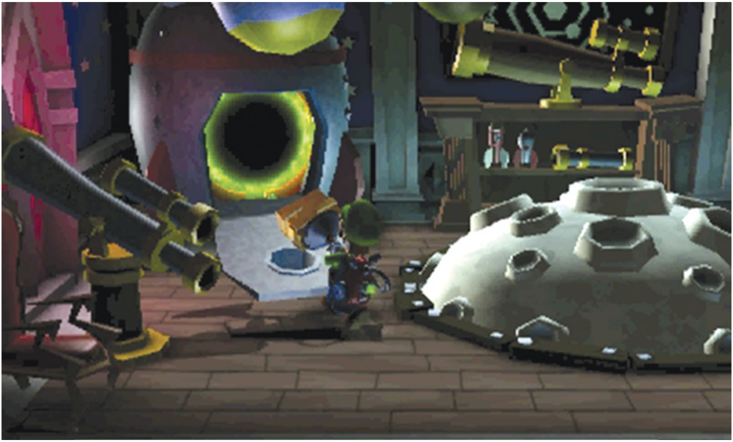
When the Strong Poltergeist escapes, explosives erupt from one of the moon's craters. Move to a spot away from the blasts, or use the Poltergust's blower function to push away any nearby explosives. During this attack, several beetles appear in the area. When you find a safe spot, flash any pests within range.



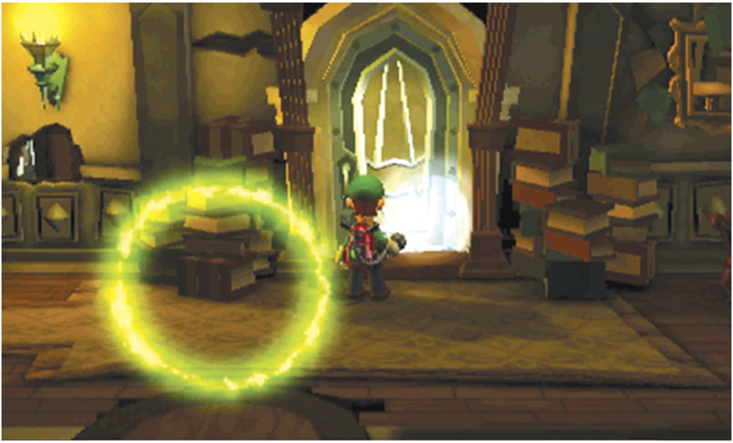
When the explosives stop appearing, resume your search for the hidden ghost. Use these tactics to weaken the Strong Poltergeist until you capture the ghost and end the encounter.



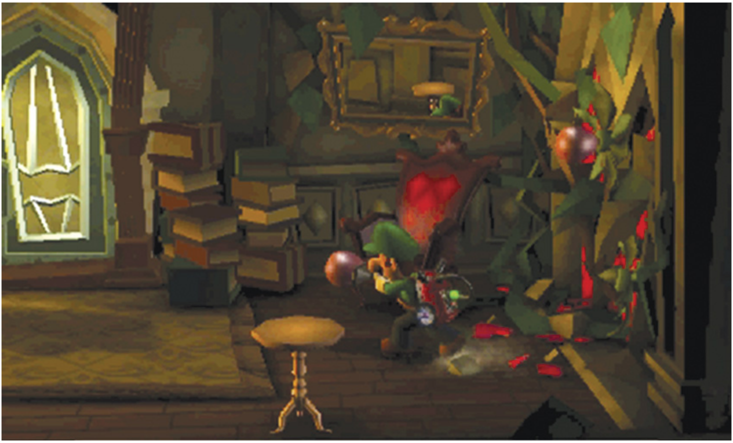
After you capture the Strong Poltergeist, you're transported back to the telescope. The yellow book pops out of the moon at the center of the room and lands on the floor. Move to the room's northeast corner to find a Gold Greenie hiding in a small rocket. The ghost cannot be captured at this time, so search the remaining objects and return to the book.



A-Pull the chain in the room's northwest corner to reveal the active E-Gate in the large rocket's hatch. When you're ready, vacuum the yellow book and carry it through the E-Gate. When you emerge in the Front Entrance, move past the stairs and enter the E-Gate on the east wall to return to the Study.

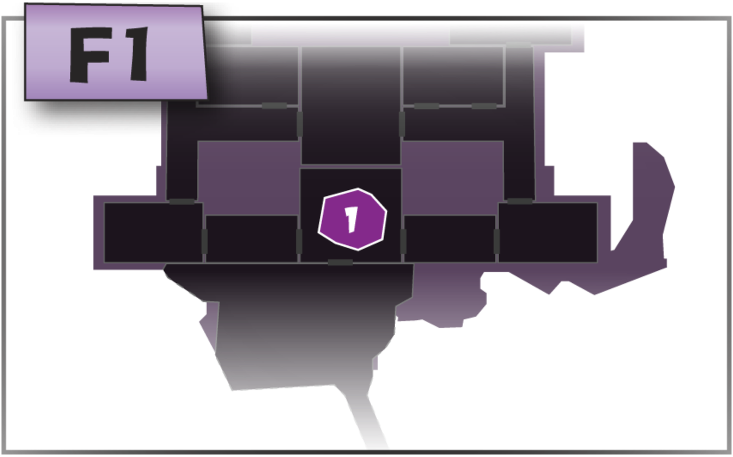


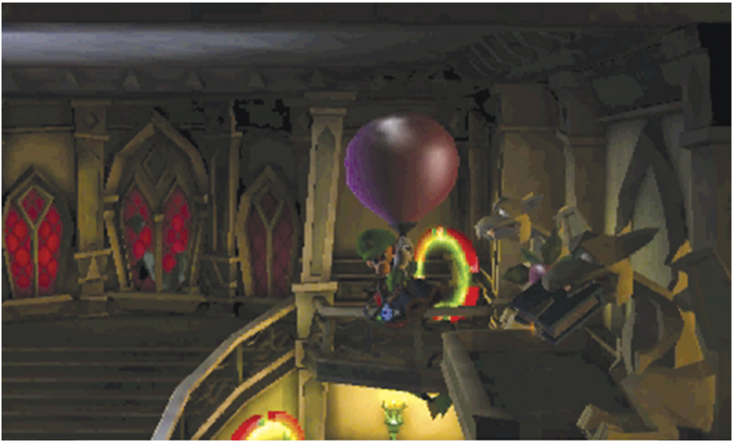
6 When you reach the Study, move to the bookcase directly ahead of you and place the yellow book in the empty slot. The bookcase drops down to reveal the door to the Train Exhibit. Although you're free to head in and complete your final objective, the mansion still contains a great deal of unclaimed treasure. Before you enter the Train Exhibit, consider taking care of some unfinished business.



The bulbs on the Study's east wall allow you to reach areas that would be otherwise inaccessible. Vacuum a bulb from the wall, then head through the E-Gate to return to the Front Entrance.

Find the Blue Book in the Front Entrance

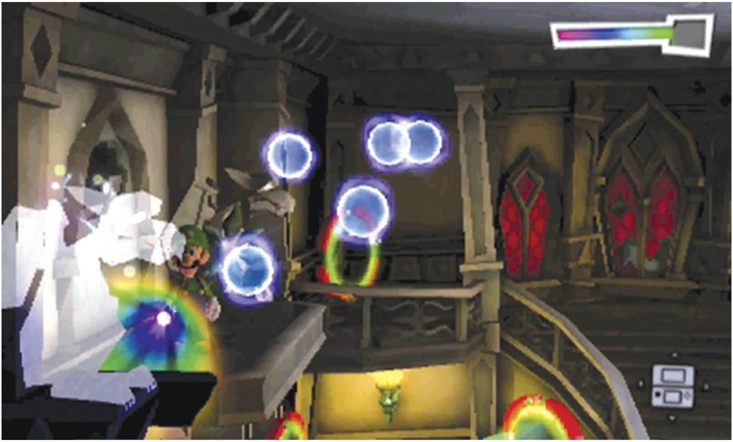




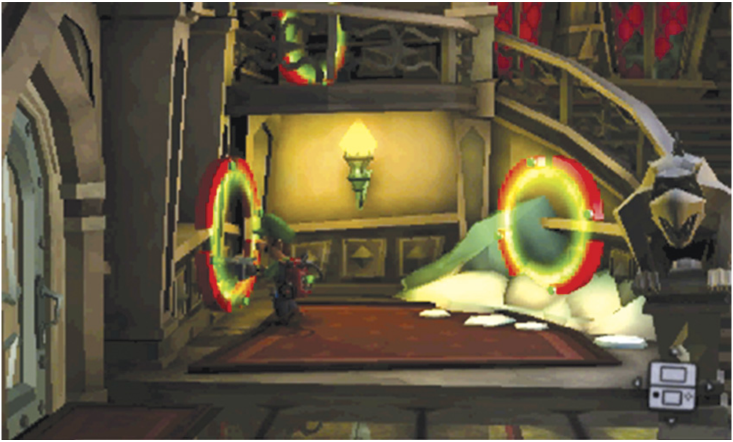
1 When you emerge in the Front Entrance, use the bulb from the Study to float up to the gargoyles in the room's southeast corner. Land on the ledge, then flash the gargoyle in the foreground to drop the blue book to the floor. Vacuum a fresh bulb from between the gargoyles and float over to the west wall.

Tip

Remember to hold R when you need to clear a bulb from the Poltergust's nozzle.

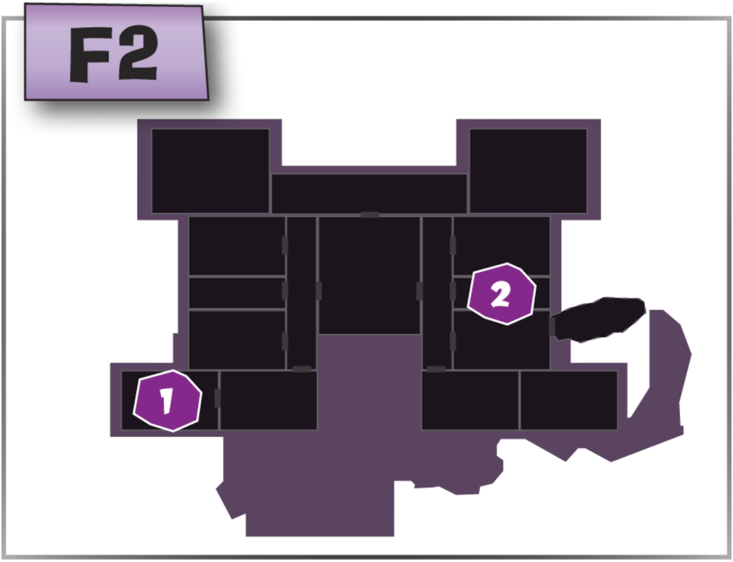


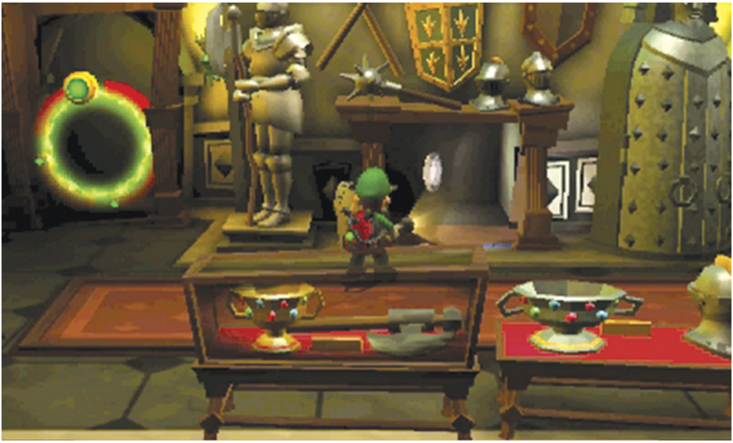
Land on the room’s west ledge, then use the Dark-Light Device to reveal the missing gargoyle in the foreground. After you capture the Spirit Balls, flash both gargoyles and vacuum the nearby bulb.



Float down to the floor and collect the treasure, then vacuum the blue book. When you’re ready, head through the E-Gate on the west wall to carry the book to the Dark Age Exhibit.

Search the Dark Age Exhibit

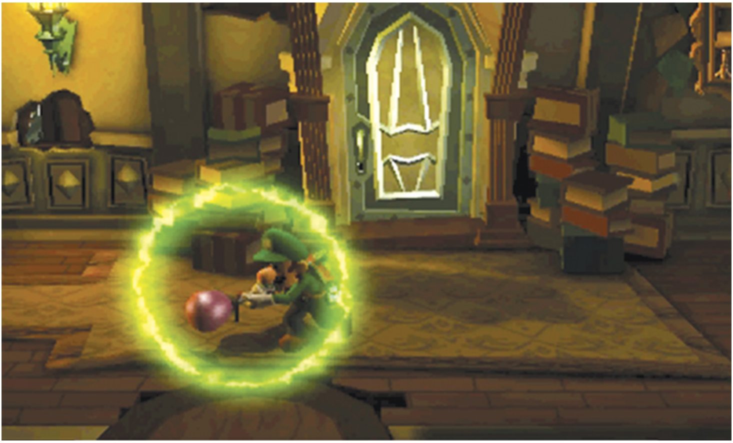




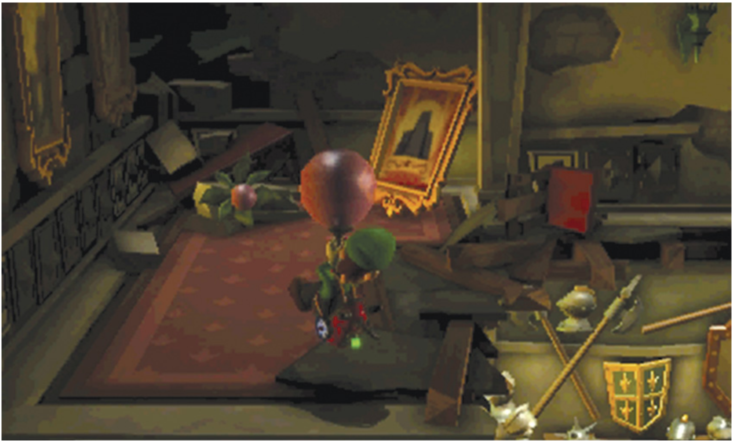
❶ When you emerge in the Dark Age Exhibit, move to the short bookcase along the north wall. Place the blue book in the empty slot to reveal the Oval Diamond. After you collect the Gem, head back through the Dark Age Exhibit E-Gate. When you emerge in the Front Entrance, head up the stairs and use the E-Gate on the east wall to return to the Study.

Gem Location

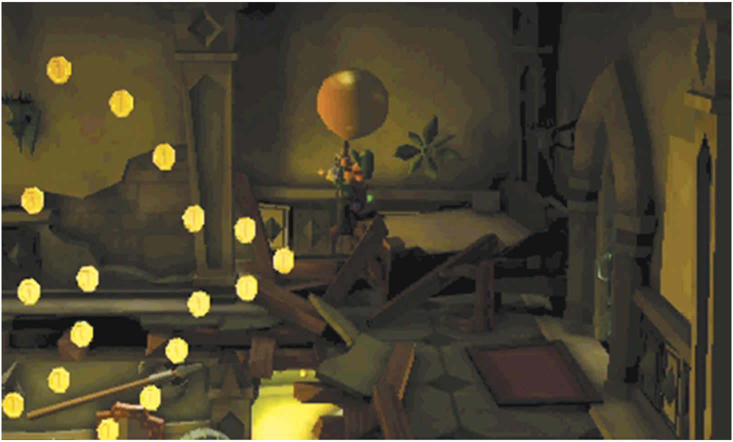
The Oval Diamond is hidden in the Dark Age Exhibit. Use a bulb from the study to retrieve the blue book in the Front Entrance, then transport the blue book to the Dark Age Exhibit. Place the book in the bookcase along the north wall to find the Gem.



2 Grab a fresh bulb from the Study's east wall, then retrace your steps to carry the bulb back to the Dark Age Exhibit.

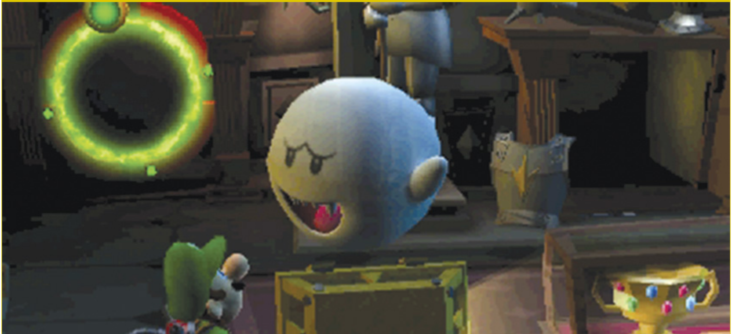


When you return to the Dark Age Exhibit, use the bulb to float up to the west edge of level F2. This area contains a framed sketch and two framed posters. Vacuum each poster to reveal the sketches beneath them, then use the Dark-Light Device to draw the treasure out of all three sketches. When you're ready, vacuum the nearby bulb and float over to the room's east wall.



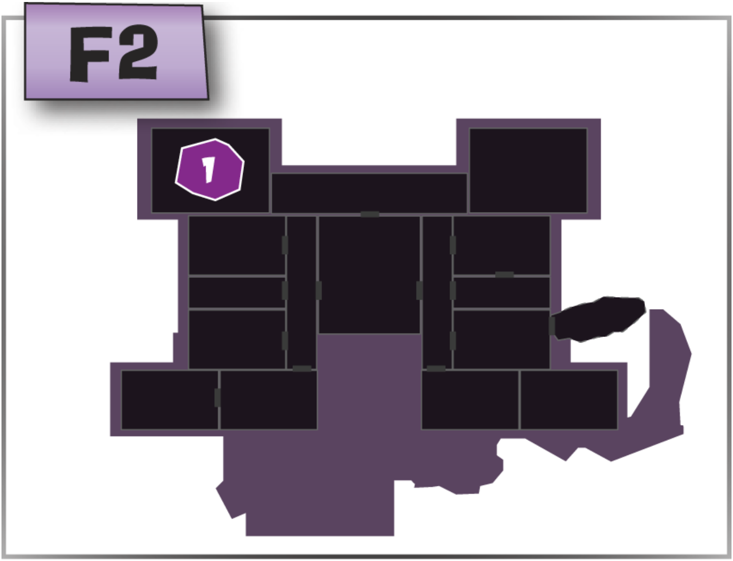
Land on the bed in the room's northeast corner and clear the bulb from your nozzle. Vacuum the gold bulb on the wall, then use it to collect the coins that appear at the center of the room. Collect all of the coins before they vanish to reveal a chest down on level F1. Float down and open the chest to reveal a Boo. After you capture Booreaucrat, head through the E-Gate and grab a fresh bulb from the Study.

Boo Location



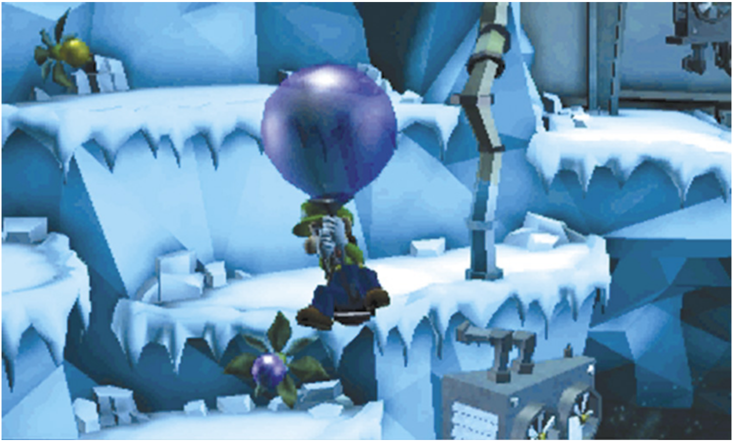
This mission's Boo is hiding in the Dark Age Exhibit. Use a bulb from the Study to reach the F2 level of the Dark Age Exhibit. Vacuum the gold bulb in the northeast corner, then use it to collect the coins that appear. Collect all of the coins to reveal a chest, then open the chest to find the Boo. Use the established tactics to weaken and capture Booreaucrat.

Search the Ice Age Exhibit

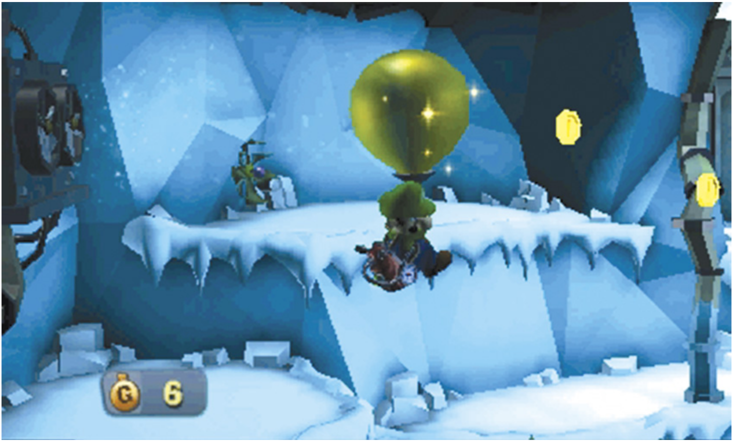


Note

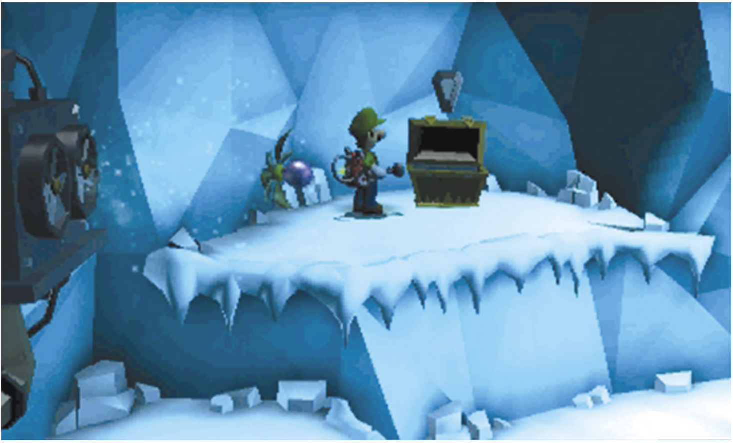
After you acquire a fresh bulb from the Study, use the E-Gate to return to the Front Entrance. Carry the bulb through the E-Gate mounted to the west side of the stairs to enter the Ice Age Exhibit.



1 When you emerge in the Ice Age Exhibit, step out of the igloo and use the bulb to float up to level F2. Find the gold bulb on the west wall and land on the nearby ledge.



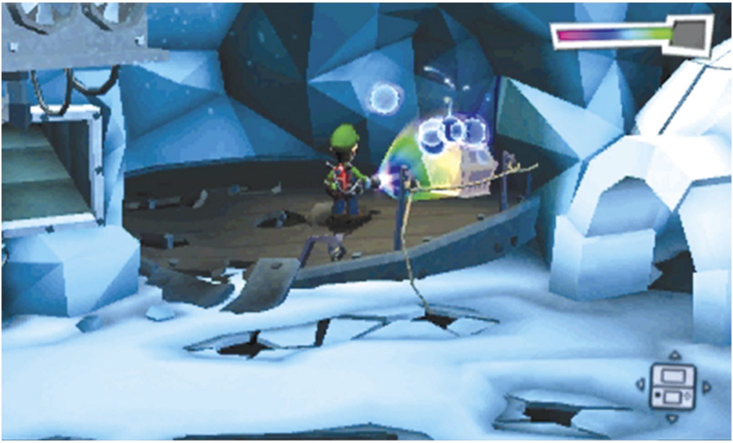
Vacuum the gold bulb, then use it to collect the coins that appear in the room. Float in front of the fans in the southwest corner, then follow the trail as it dips down and leads you across the room.



Collect all the coins before they vanish to reveal a chest near gold bulb's original location. Float up to the ledge and open the chest to find the Coffin Diamond. When you're ready, use the nearby bulb to float back down to the floor.

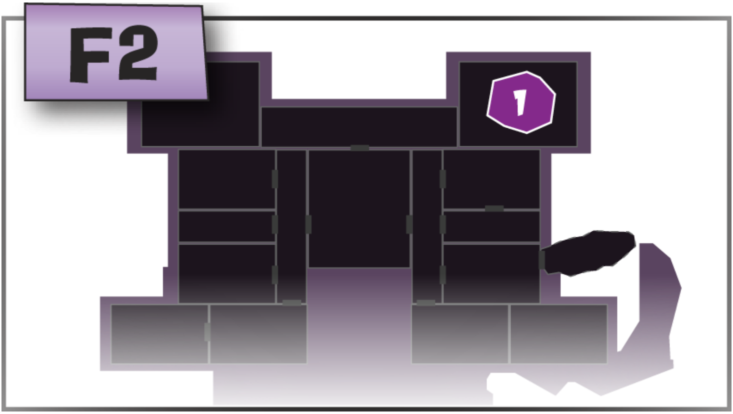
Gem Location

To find the Coffin Diamond, vacuum the gold bulb on the F2 level of the Ice Age Exhibit and use it to collect the coins that appear. Collect all of the coins before they vanish to reveal a chest, then open the chest to find the Gem.



Before you leave, A-Pull the mammoth's tail to earn some treasure, then use the Dark-Light Device to reveal the hidden chest on the wooden platform. After you capture the Spirit Balls, open the chest to find a nice stash of treasure. Use the E-Gate in the igloo to return to the Front Entrance. Make your way back to the Study and grab a fresh bulb.

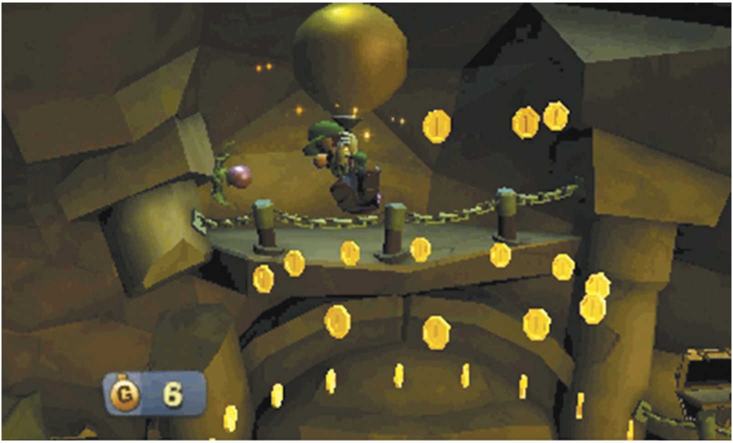
Search the Ancient Exhibit



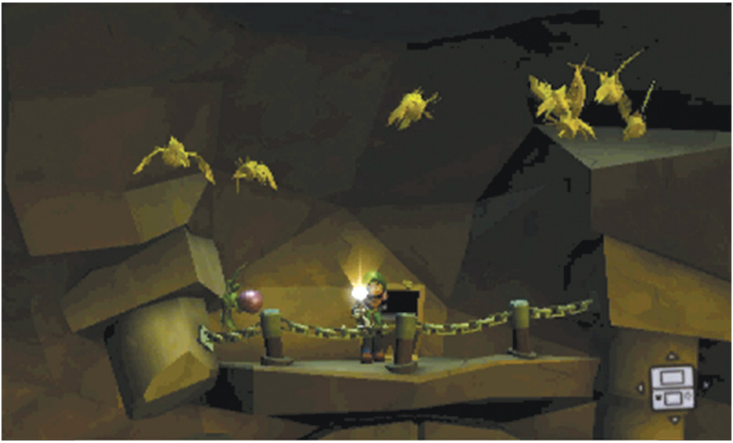
Note

After you acquire a fresh bulb from the Study, use the E-Gate to return to the Front Entrance. Carry the bulb through the E-Gate mounted to the east side of the stairs to enter the Ancient Exhibit.

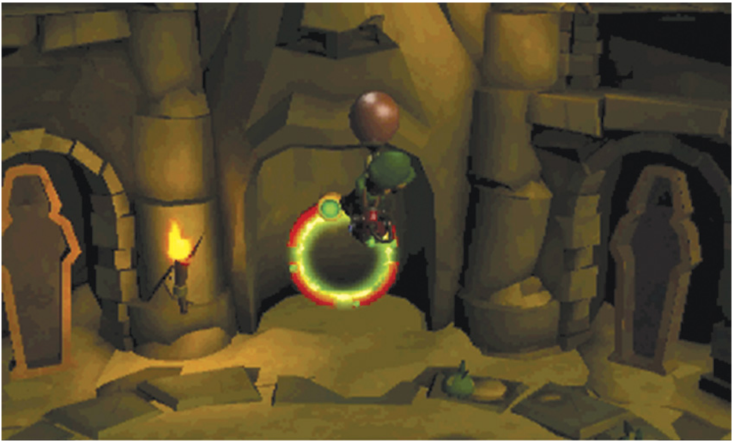
1 When you emerge in the Ancient Exhibit, use the bulb to float up to the room's F2 level. Move over to the east wall and land on the upper ledge. Follow the trail of coins to find a treasure stash, then turn back and float down to the chest on the lower ledge. Open the chest and vacuum the treasure before it spills off the ledge, then use the nearby bulb to float up to the chains above the giant carving.



Vacuum the gold bulb behind the chains, then use it to collect the coins that appear. The coins are arranged in four spinning rings. Float into the path of the first ring, and collect the coins as they move toward you. Float in the opposite direction to speed up the process, then drop down and repeat the process on the remaining rings. Collect all of the coins before they vanish to reveal a chest.

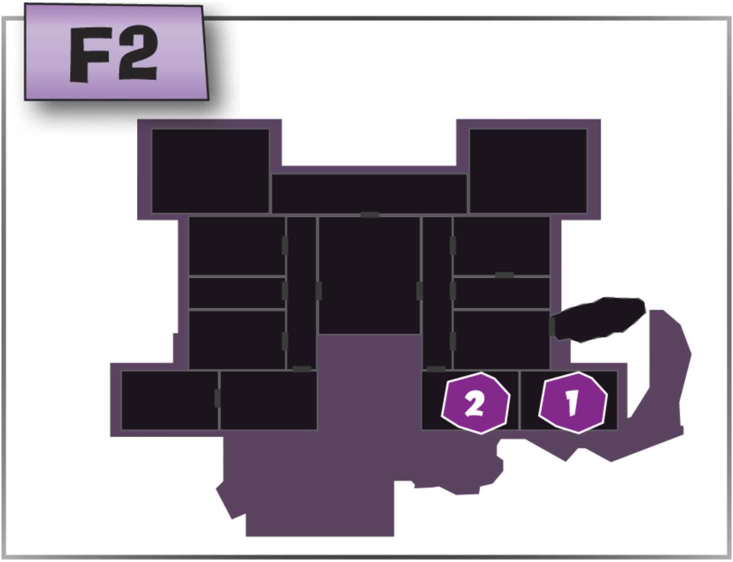


Float back up to the chains above the carving, and open the chest. Several gold crows fly out of the box and circle above you. Flash each crow as it passes over the ledge, then collect the resulting treasure.



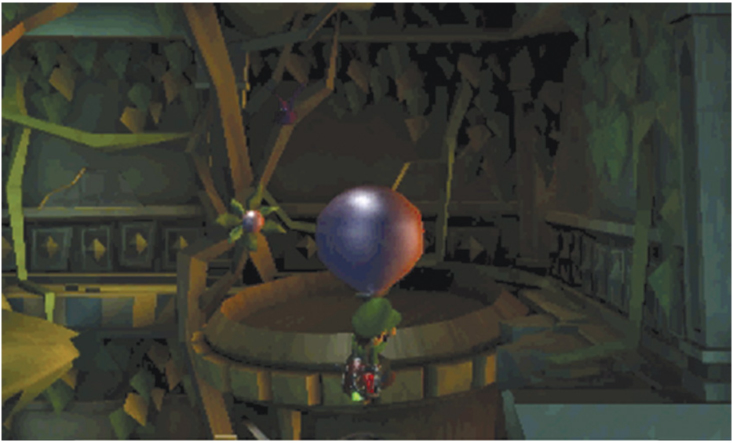
When you're ready, grab a fresh bulb and float back down to the E-Gate at the base of the giant carving. Avoid the beetles that appear in the area, and use the E-Gate to return to the Front Entrance. If your bulb is still intact, you can proceed directly to the Jungle Exhibit. If not, head back to the study to acquire a fresh bulb.

Search the Jungle Exhibit

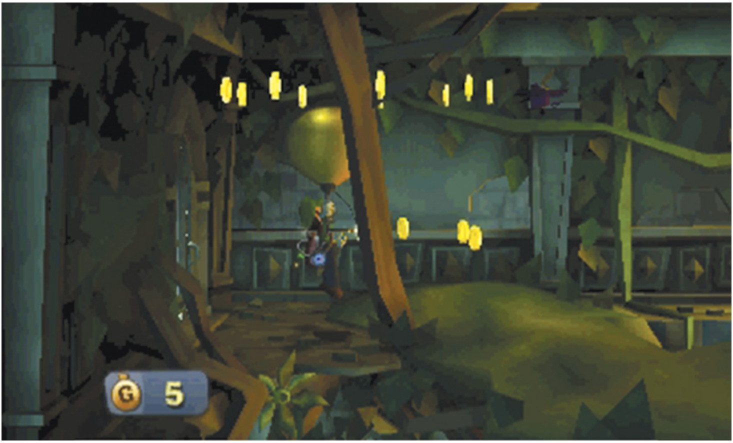


Note

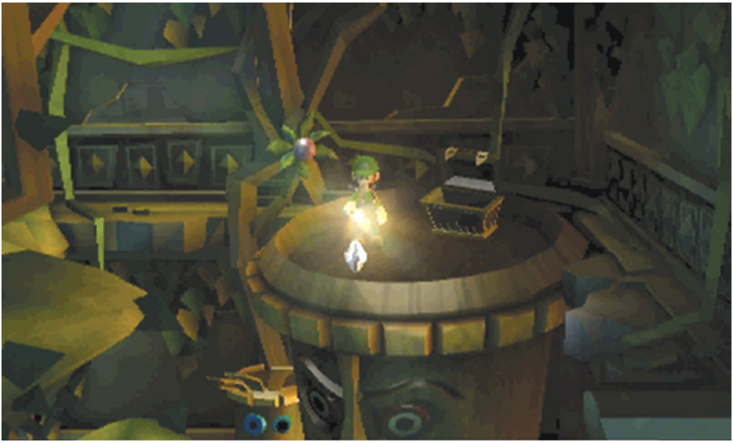
If you need a fresh bulb, return to the Study and grab one. Return to the Front Entrance, then head down the stairs and use the E-Gate mounted to the east wall to enter the Jungle Exhibit.



1 When you emerge in the Jungle Exhibit, step out from behind the waterfall and avoid the frogs on the ground. Use the bulb to float up to the F2 level, then land on the wooden platform in the northeast corner. Use the Strobulb to clear out any crows in the area, then use a fresh bulb to float over to the west ledge.



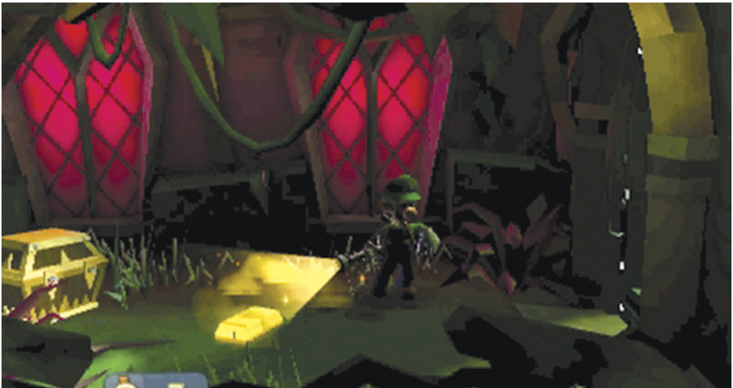
Locate the gold bulb growing along the ledge and use the Strobulb to clear out any remaining crows. Vacuum the gold bulb and use it to collect the coins that appear in the area. Once again, the coins are arranged in four spinning rings. Float into the path of ring and collect the coins as they move toward you. Collect all of the coins before they vanish to reveal a chest.



Return to the wooden platform and open the chest to find the Spindle Diamond. After you collect the Gem, use the nearby bulb to float back over to the west ledge. When you land, use the nearby door to enter the enclosure on the East Balcony.

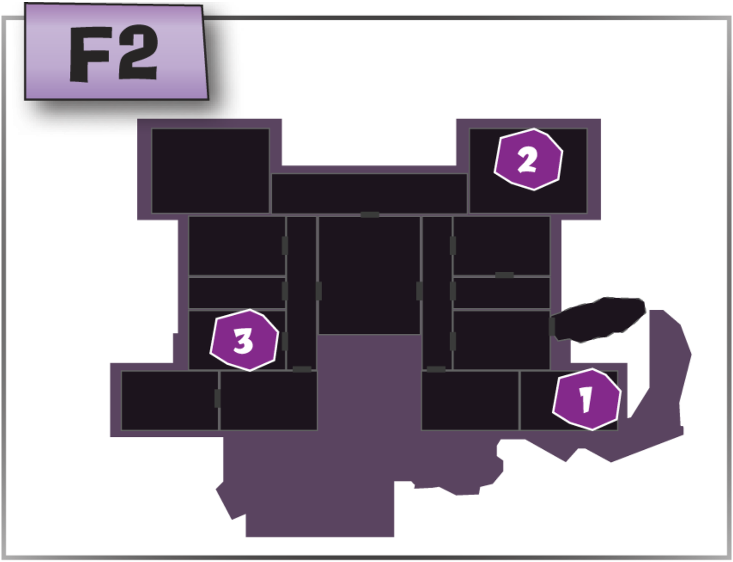
Gem Location

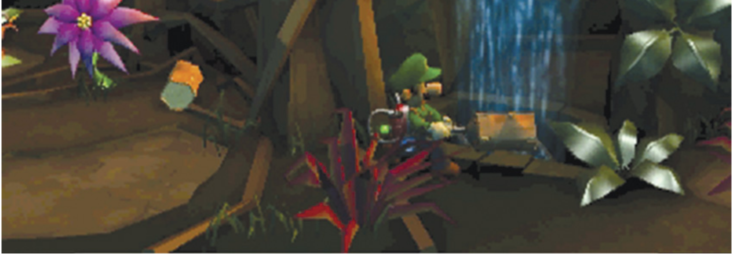
Carry a bulb into the Jungle Exhibit, then float up to level F2. Clear the crows from the area, vacuum the gold bulb and collect the coins that appear. Collect all of the coins before they vanish to reveal a chest. Then open the chest to find the Spindle Diamond.



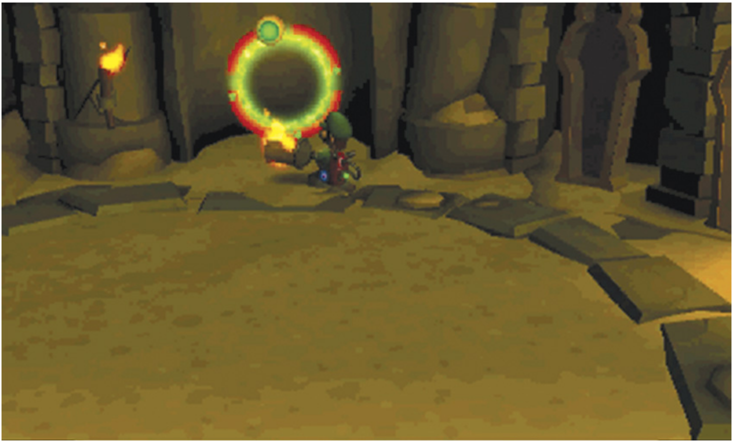
2 When you step into the East Balcony enclosure, flash the gold frogs on the ground. Open the nearby chest and collect the treasure that appears, then head back through the door and return to the Jungle Exhibit.

Launch the Rocket

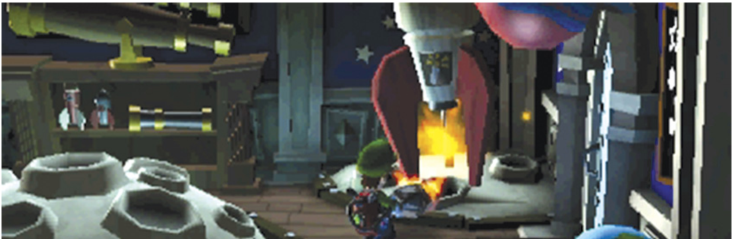




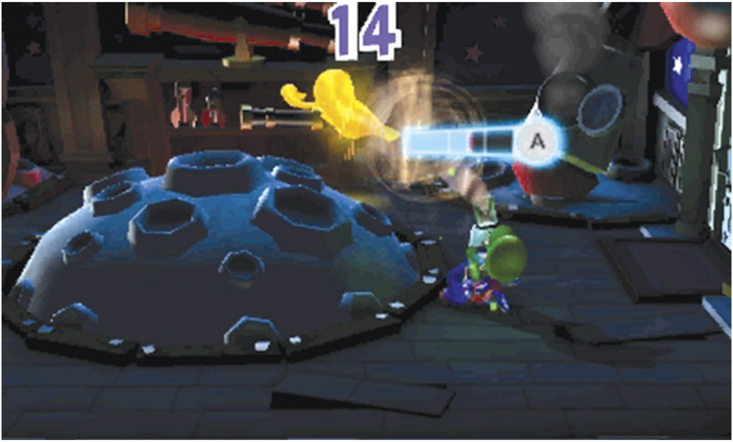
1 When you return to the Jungle Exhibit, use one of the bulbs on the west ledge to float all the way down to the floor. Flash the frogs in the area, then flash the nearby purple flowers. When you're ready, vacuum one of the logs near the north wall and carry it under the waterfall and through the E-Gate. When you emerge in the Front Entrance, use the E-Gate directly in front of you to return to the Ancient Exhibit.



2 When you arrive in the Ancient Exhibit, clear out any beetles in the area. When it's safe, use one of the nearby torches to ignite the log, then carry it back through the E-Gate. When you arrive in the Front Entrance, climb the stairs and use the E-Gate on the west wall to return to the Space Exhibit.

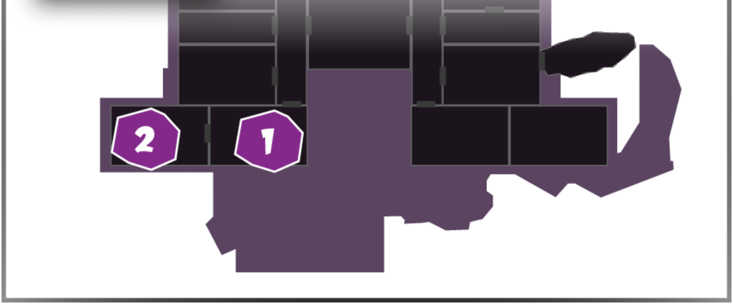


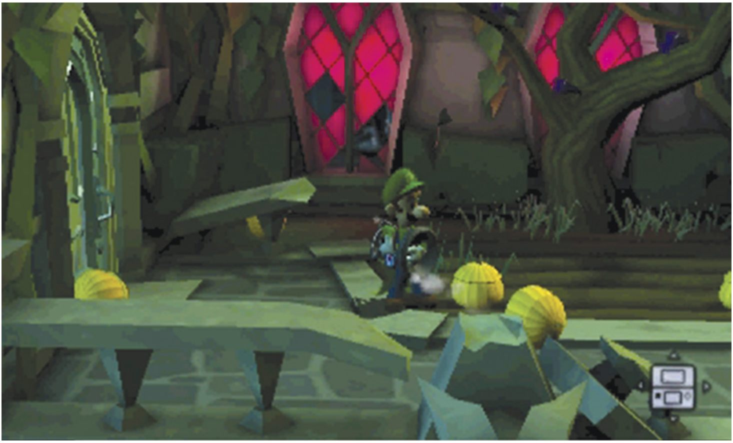
3 When you arrive in the Space Exhibit, move to the northeast corner and use the flaming log to light the small rocket's fuse. When the rocket launches, step out of the room and wait for it to crash.



When the rocket lands, it shakes the whole mansion. Step back into the Space Exhibit to find the Gold Greenie near the crashed rocket. Capture the ghost before it escapes. When you're ready, use the door to return to the West Corridor.

Complete Your Search

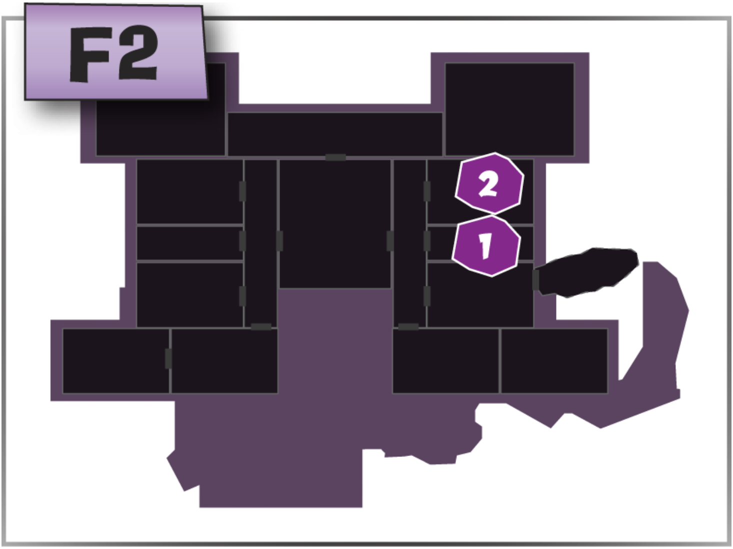




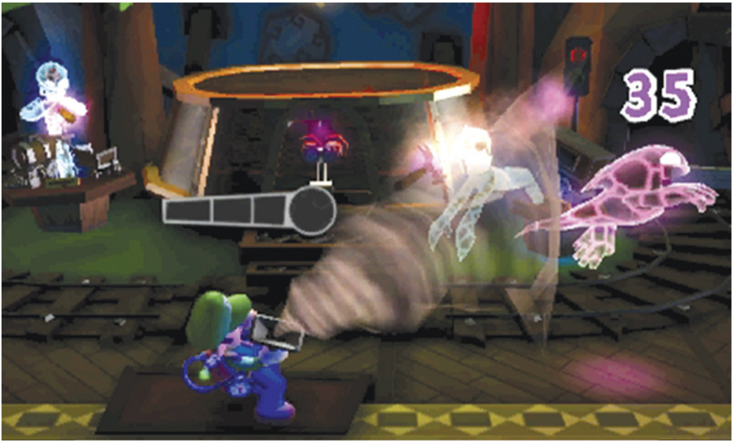
1 Use the door at the south end of the West Corridor to find the West Balcony. Flash the crows perched around the tree, then launch the pumpkins scattered around the area to collect the treasure hidden inside. Use the door in the west wall to return to the Dark Age Exhibit.

2 When you step into the Dark Age Exhibit, vacuum the wall in the southeast corner to find another treasure stash. When you're ready, exit through the door and head back to the Space Exhibit. Use the E-Gates to return to the Study.

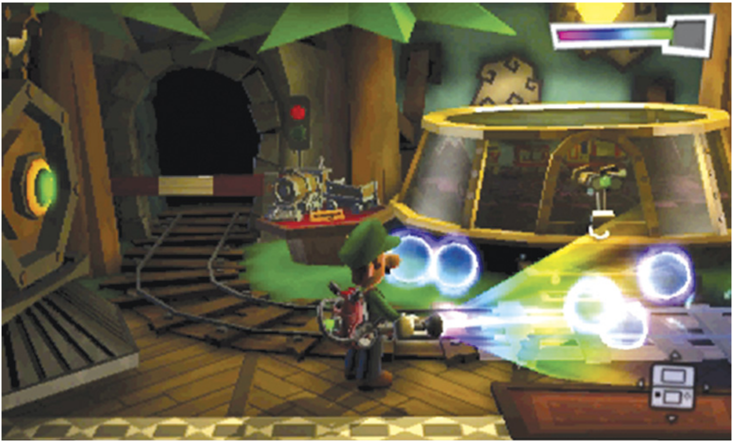
Search the Train Exhibit



1 When you arrive in the Study, use the door in the north wall to enter the Train Exhibit.



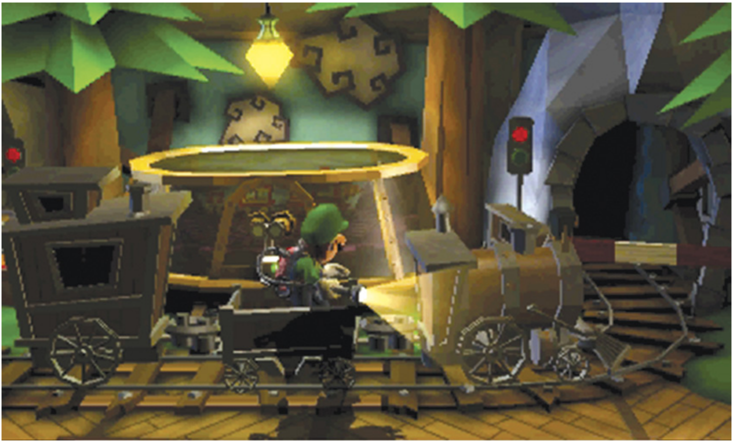
2 When you first enter the Train Exhibit, the room is occupied by a Strong Sneaker and two Strong Hiders. As you capture each ghost, take care to avoid incoming attacks.



After you capture all three ghosts, flash the large train in the southwest corner, then use the Dark-Light Device to reveal the missing tracks near the center of the room.

Caution

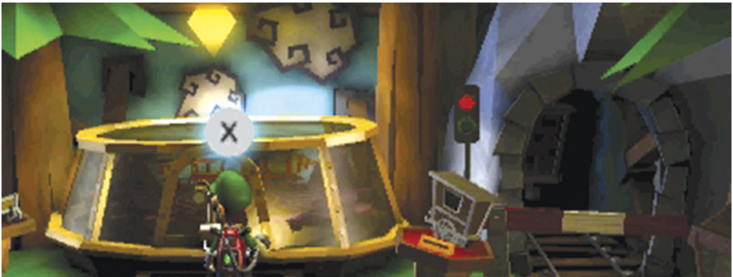
The round case at the center of the room contains a model train. Don't examine the case until you're ready to complete the mission!



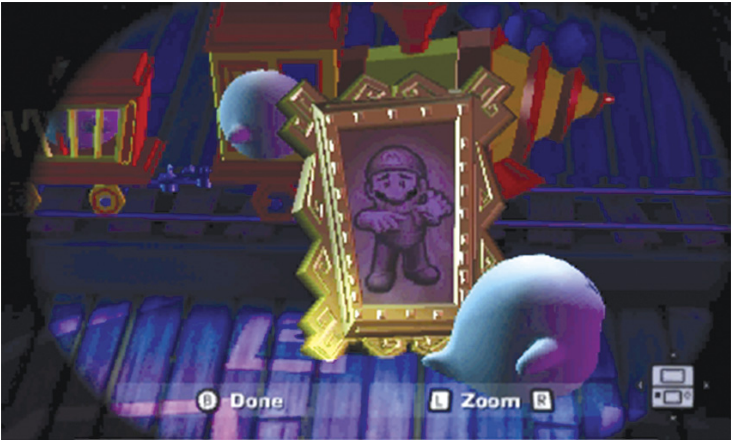
After you collect the Spirit Balls, a small train appears on the track. Climb into the empty car and ride the train through the room. When you emerge from the tunnel, you automatically collect the Mushroom Diamond.

Gem Location

The Mushroom Diamond is hidden in the Train Exhibit. Use the Dark-Light Device to reveal the missing section of the train tracks, then wait for the train to appear. Climb into the empty car to automatically collect the Gem.



Search any remaining objects, then approach the round case at the center of the room. When you're ready, investigate the case to view the model inside.



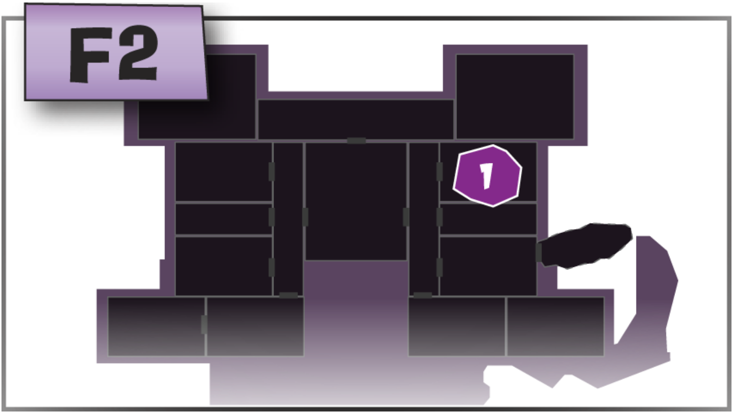
Locate the framed sketch of Mario, and wait for a Boo to scare you away from the case. When Professor E. Gadd calls, answer the Duel Scream to complete the mission and return to the Bunker.

E-4 Ambush Maneuver

Professor E. Gadd's Mission Description

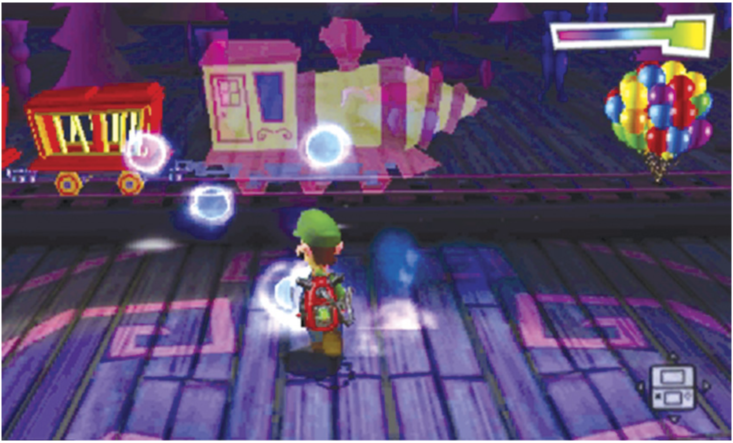
Luigi, King Boo is in the Train Exhibit! Let's strike now, while we have the element of surprise! Get in there, defeat King Boo, and rescue Mario!

Defeat the Big Boo

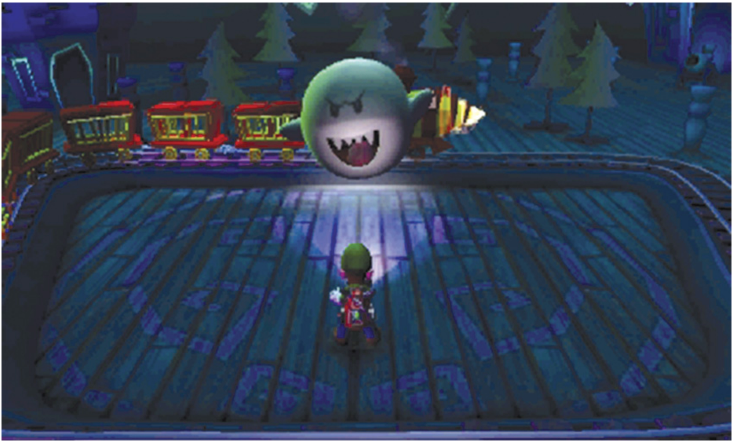


Note

To earn this mission's 3-star rating you must complete the encounter very quickly. Aim to defeat the Big Boo in under three minutes, and try to do so without taking any damage.



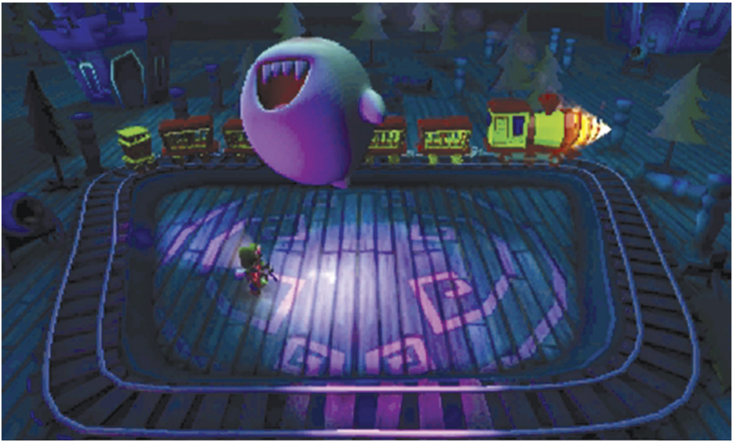
1 When the mission starts you're transported directly into the model at the center of the Train Exhibit. Move toward the north edge of the tracks and use the Dark-Light Device to reveal the train's engine. Capture the Spirit Balls to trigger a cinematic. Professor E. Gadd wanted you to ambush King Boo, but some particularly clever Boos have something else in mind.



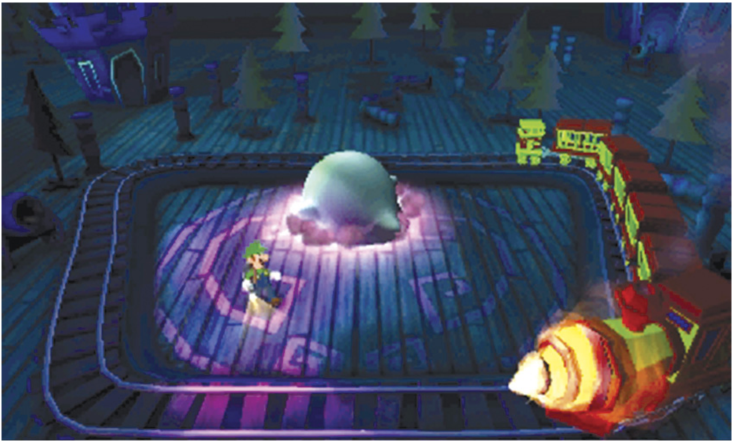
During the cinematic, 10 Boos join forces to form a Big Boo. To survive this encounter, you'll have find a way to best this oversized enemy. The Big Boo uses two different attacks: a slam attack and a charge attack. You must learn to recognize each attack and react accordingly.

Tip

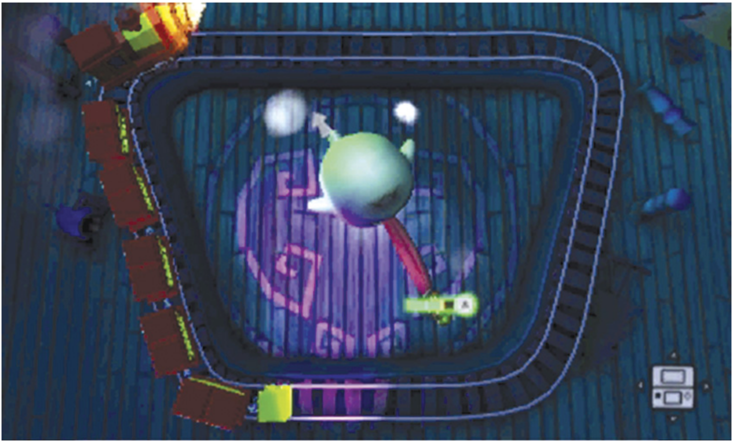
The Big Boo won't start a new attack while you're facing it. Keep your back to this bashful ghost if you want to complete the mission quickly.



If the Big Boo soars into the air, it's preparing to slam into the ground. When you see the this attack, move quickly to get clear of the impact. The attack consists of three separate slams, so keep moving!



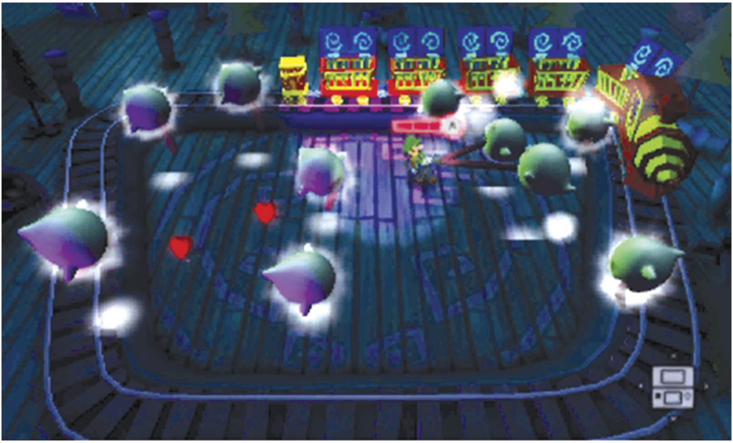
After three slams, the Big Boo stuns itself. Try to ensure the final slam lands near the center of the area. While the Big Boo is dazed, you must latch onto its tongue and perform an A-Pull to launch it into the circling train.



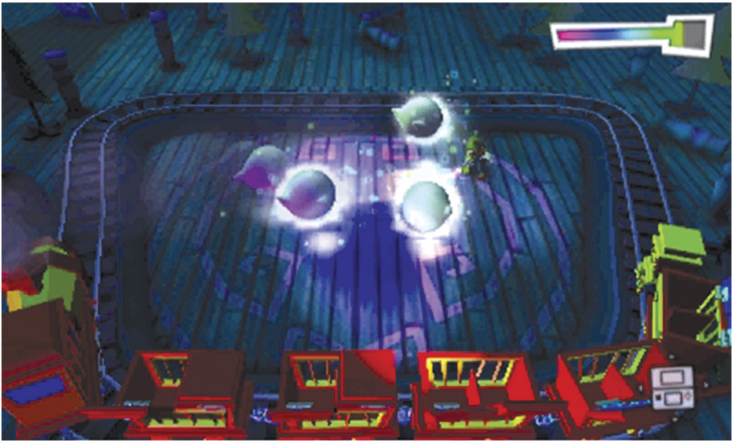
For your counterattack to have any effect, you must launch the Big Boo into the spinning drill on the front of the train. Try to line up a proper angle before you latch on. You must anticipate where the train will be within the next few seconds, then position yourself so that the Big Boo is directly between you and that location. Latch on with the Poltergust, then pull back to charge your Power Gauge. Release Big Boo just before the train reaches your chosen location to launch it right into the spinning drill.

Tip

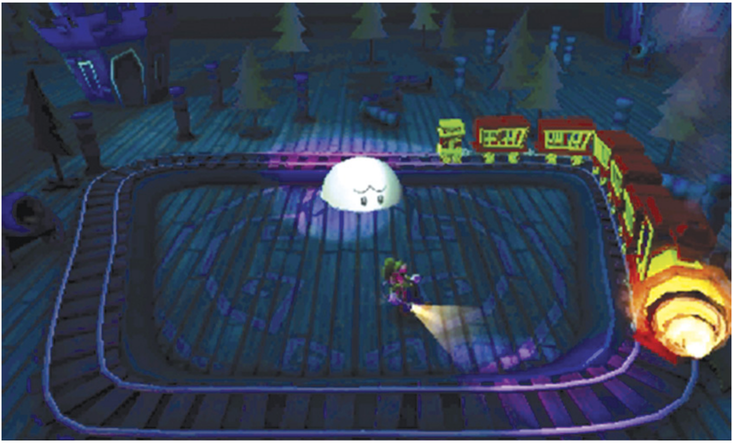
Use the Circle Pad to fine tune the angle of your shot, but be ready to launch before the train passes you by!



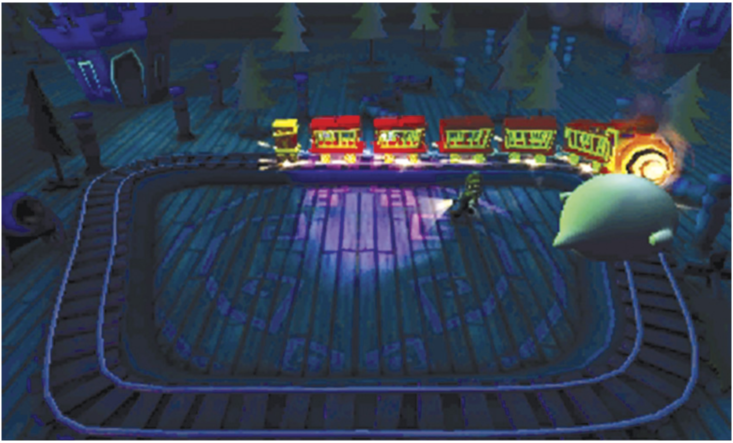
When the Big Boo hits the drill, the impact severs the bond between the Boos, scattering the smaller enemies around the area. While the Boos are separated, the train's cages flip open to reveal the target painted on the underside of each lid. You only have a small amount of time before the Boos regroup, so move quickly to imprison as many as you can. Latch onto a Boo's tongue, charge an A-Pull, and launch the dazed ghost into one of the open cages.



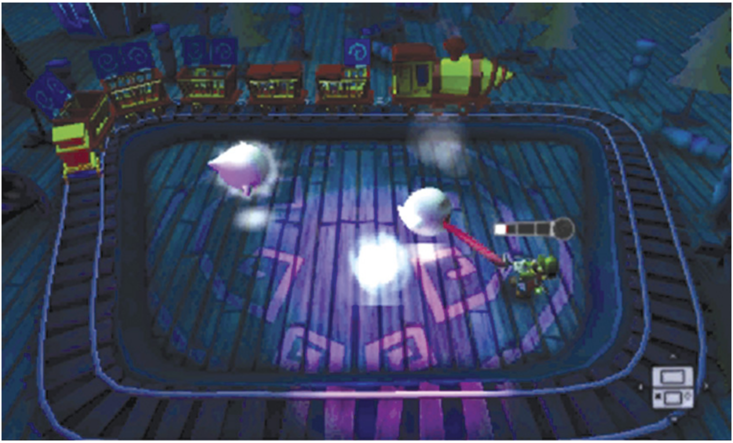
Toward the beginning of the battle, you can latch onto multiple Boos and launch them simultaneously. If you aim near the center of the cages, you stand a pretty good chance of imprisoning several Boos very quickly. As the Boos start to recover, they vanish from sight. Use the Dark-Light Device to reveal nearby enemies, but watch for signs of incoming attacks. When the Boos are fully recovered, they rejoin to form the Big Boo.



If the Big Boo sinks into the ground, it's about to execute its charge attack. When this happens, you must bait the Big Boo into charging the train. Place yourself between the Big Boo and the moving train, then dash out of the way as the ghost charges you.



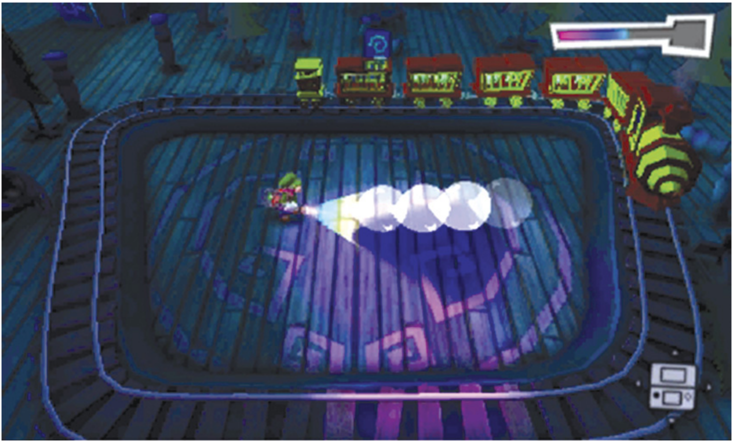
If the Big Boo hits one of the cages, it stuns itself just as it does at the end of a slam attack. If you bait the Big Boo into charging the drill, however, the smaller Boos are automatically scattered around the area. Either way, it's essential that the Big Boo makes contact with the train. Without some kind of impact, the Big Boo's charge ends well beyond the tracks, and you'll lose valuable time as the enemy gets back into position.



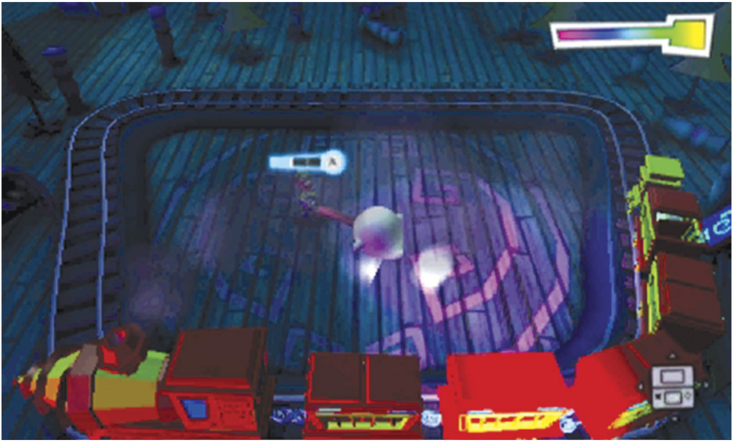
Avoid each of the Big Boo's attacks, and send the ghost flying into the drill bit as often as possible. Each time the smaller Boos appear, try to launch a few more into the unoccupied cages. As the battle progresses, the Boos recover more and more quickly. Use the Dark-Light Device to reveal hidden Boos. Watch out for the glow that precedes each attack.

Caution

It's nearly impossible to dodge a charging Boo while you're latched onto an enemy. If you see the telltale glow, release your target and run!



When you capture all but one Boo, the Big Boo no longer appears. To imprison the final enemy, you must daze it with the Dark-Light Device. Look for the trail indicating the Boo's recent path, and find it before it executes its next charge attack.



Launch all 10 of the Boos into the train's cages to end the encounter. When you succeed, answer the Duel Scream to complete the mission and return to the Bunker.

Boo Location

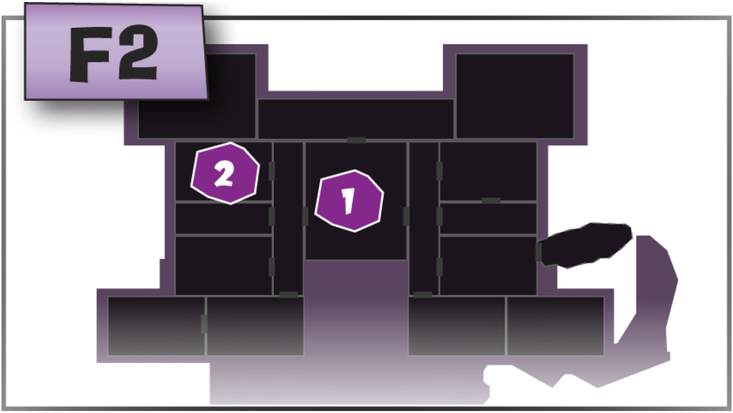
After you complete this mission, you return to the Bunker with 10 captured Boos.

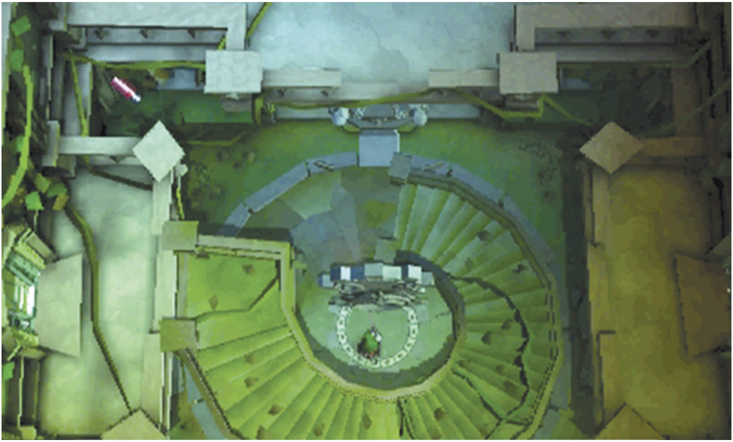
E-5 Paranormal Chaos

Professor E. Gadd's Mission Description

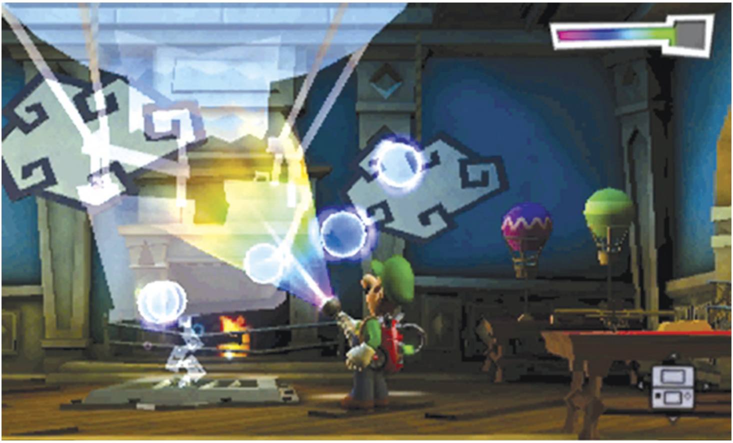
I'm getting strange paranormal readings on the Terrace. We'd better send you in to inspect the place.

Search the Aviation Exhibit



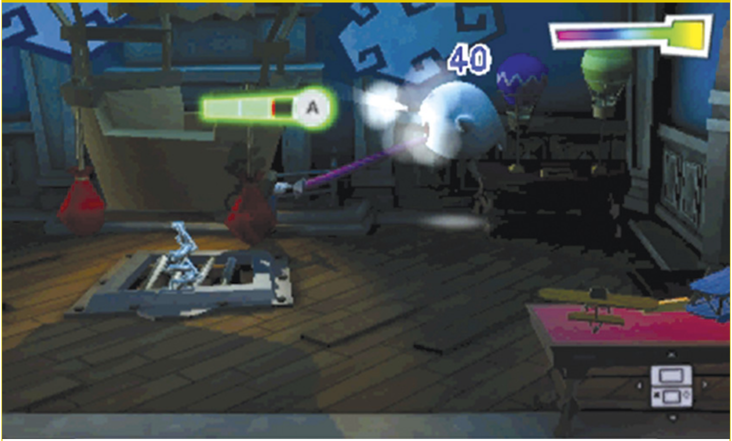


1 When the mission starts, you're transported to the Inner Courtyard. Your first objective is on the Terrace, but visiting that area kicks of a series of time-sensitive objectives. Before that happens, take a moment to capture this mission's Boo. The spiral staircase is already connected to the west platform. Climb up to level F2, continue through the West Corridor, and enter the Aviation Exhibit.



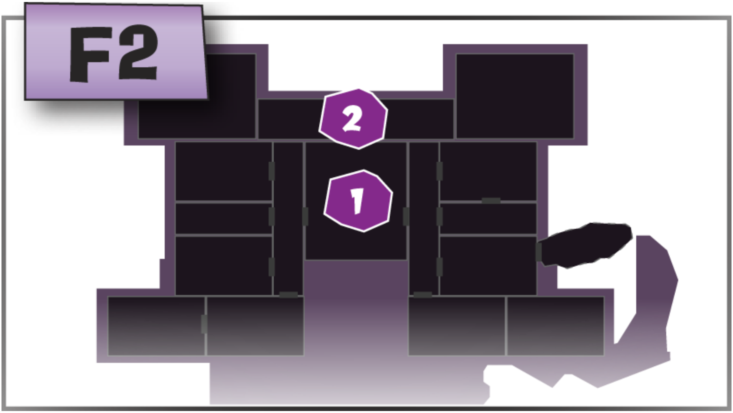
2 When you reach the Aviation Exhibit, use the Dark-Light Device to reveal the hot air balloon in the center of the room. After you collect the Spirit Balls, the Boo appears in the room. Capture the Boo, then return to the Inner Courtyard.

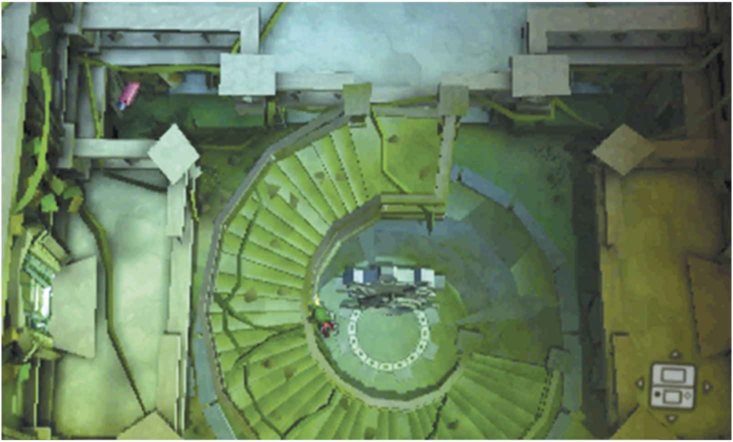
Boo Location



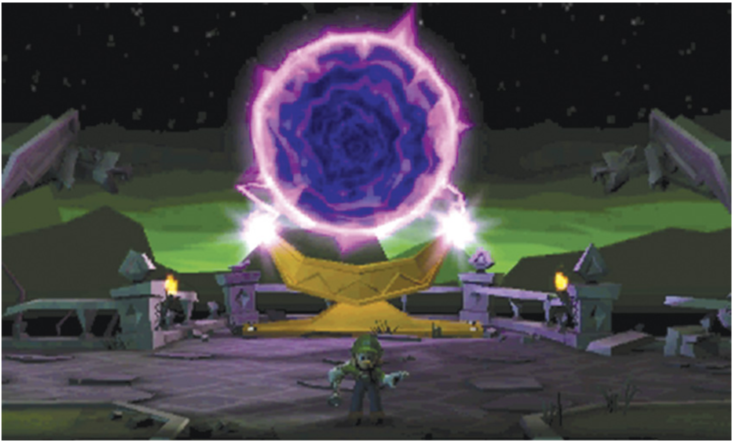
This mission's Boo is located in the Aviation Exhibit. Use the Dark-Light Device to reveal the hot air balloon in the center of the room, then use the established tactics to weaken and capture MaraBoo.

Inspect the Terrace





1 When you reach the Inner Courtyard, spin the rotor until the spiral staircase connects to the north platform. Climb back up and continue through the door to inspect the Terrace.

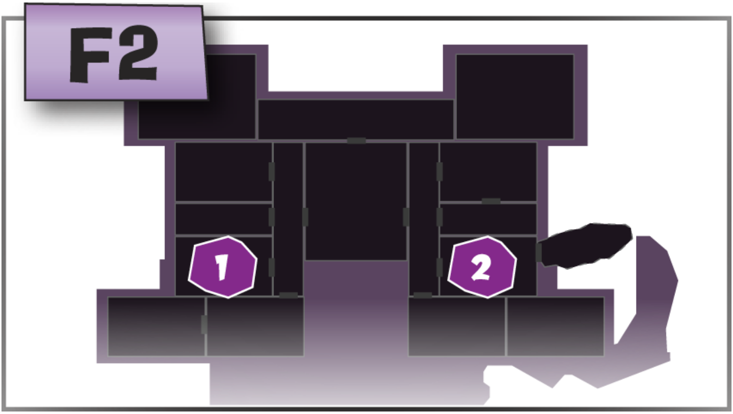


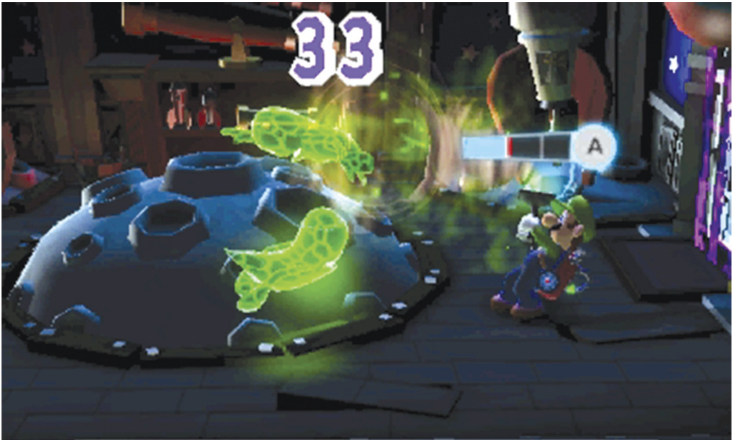
2 During a cinematic, King Boo activates the altar at the north end of the Terrace. Answer the call from Professor E. Gadd to receive your first set of objectives. Ghost infestations have appeared in the Space Exhibit and the Nautical Exhibit. You must clear these rooms as quickly as possible.

Note

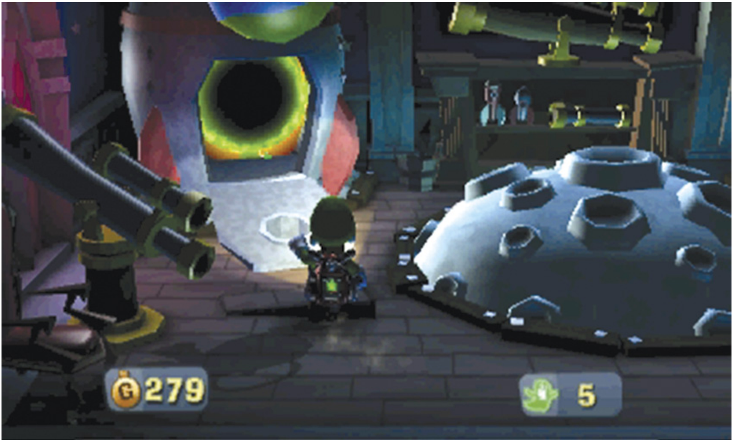
Use the Touch Screen to check your objectives and monitor active infestations.

Clear the First Pair of Infestations

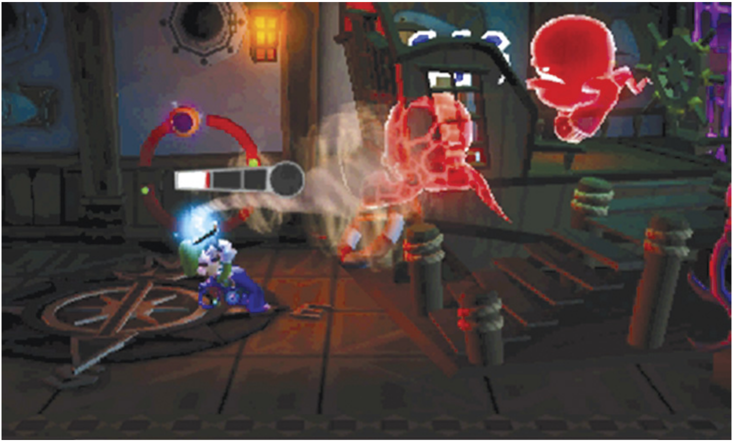




1 It's usually best to address each objective in the order it appears. Rotate the Inner Courtyard's spiral staircase until it connects to the west platform, then climb back up to level F2 and make your way to the Space Exhibit. The room is infested with Strong Greenies. Watch out for shielded enemies, and any enemies carrying special equipment.

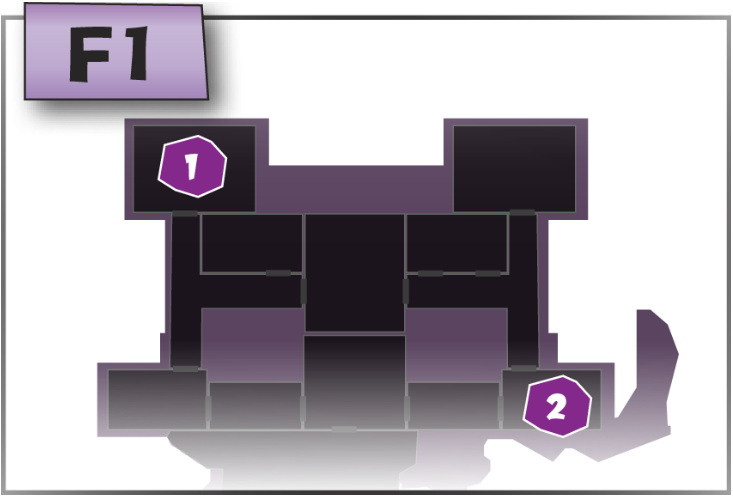


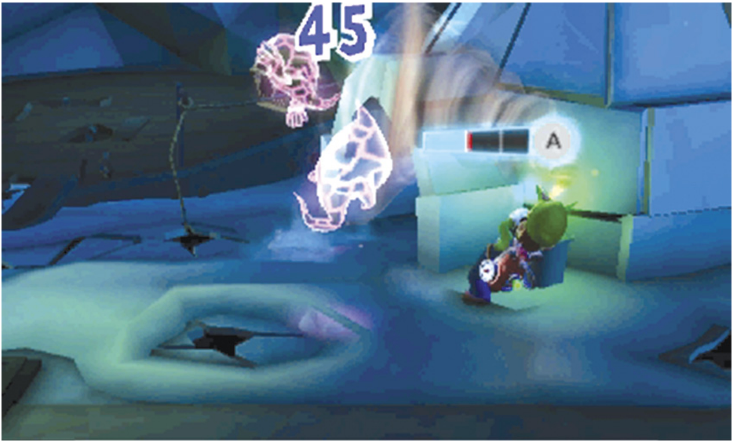
After you capture all the enemies in the Space Exhibit, use the E-Gate to head toward your next objective. When you emerge in the Front Entrance, move east and use the E-Gate in front of you to reach the Nautical Exhibit.



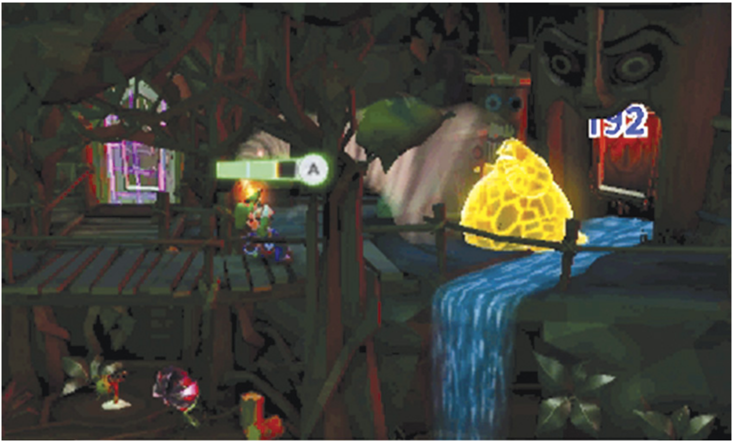
2 When you emerge in the Nautical Exhibit, the area contains at least one Slammer and one Strong Slammer. Capture the enemies as quickly as possible, then deal with any reinforcements that may have arrived. When the room is clear, Professor E. Gadd calls with the next set of objectives. Head through the E-Gate and return to the Front Entrance.

Clear the Second Pair of Infestations





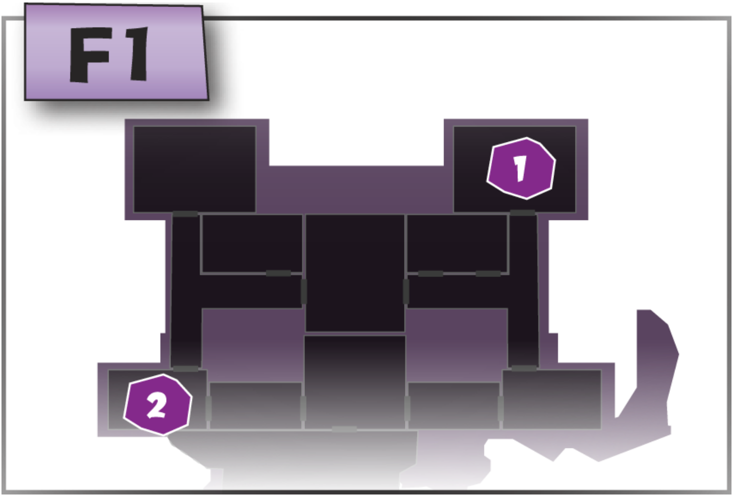
1 When you emerge in the Front Entrance, use the E-Gate mounted on the west side of the stairs to reach the Ice Age Exhibit. Step out of the igloo and check the snow-covered floor for signs of movement. The area contains at least two Strong Sneakers. Capture the ghosts, then capture any reinforcements that may have followed you into the room. When the room is clear, Professor E. Gadd notifies you of more infestations. Head through the E-Gate and return to the Front Entrance.

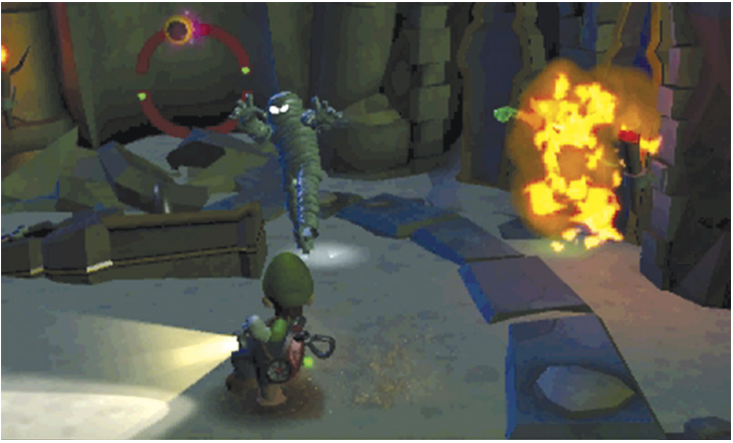


2 When you arrive in the Front Entrance, move past the stairs and use the E-Gate on the east wall to reach the Jungle Exhibit. Dash out from behind the waterfall and use the orange flower to launch yourself up to the walkway. Flash the Strong Gobber and latch on with the Poltergust. Dodge the ghost's attacks and perform A-Pulls until you capture the Strong Gobber.

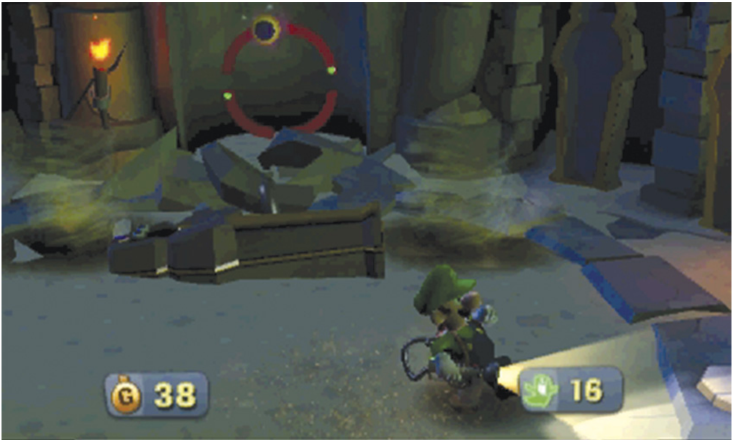
When the room is clear, Professor E. Gadd alerts you to even more infestations. Use the knotted vine to lower yourself down from the ledge, then run under the waterfall and through the E-Gate.

Clear the Third Pair of Infestations

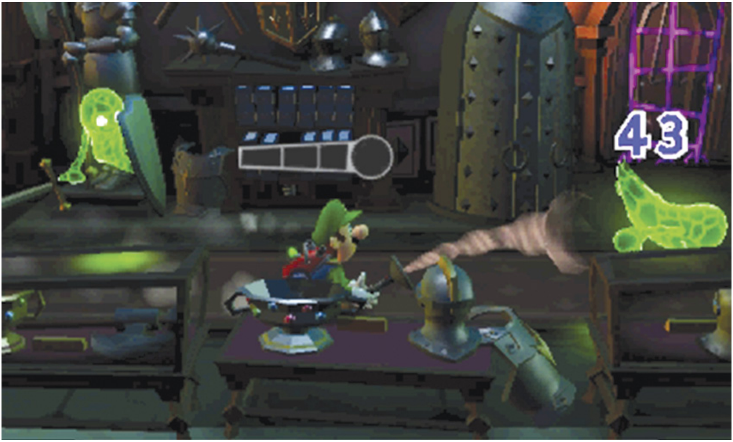




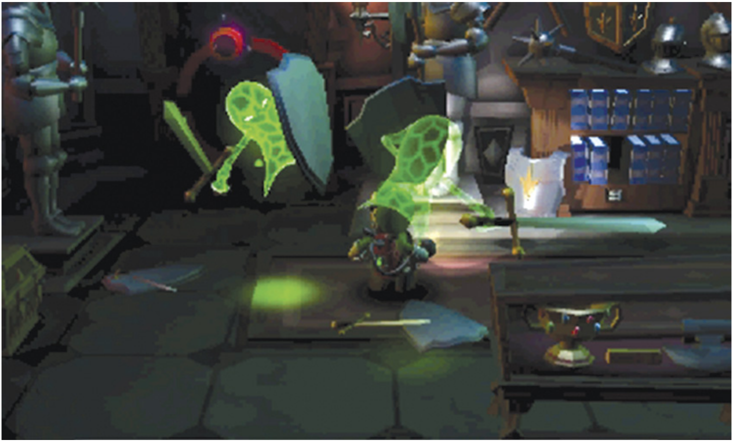
1 When you arrive in the Front Entrance, use the E-Gate directly in front of you to enter the Ancient Exhibit. This room should contain at least two bandaged Strong Greenies. Lure the ghosts to one of the mounted torches or bait them into charging a wall. Allow any flaming bandages to disintegrate, and A-Pull the bandages from any toppled ghosts.



As you capture the vulnerable Strong Greenies, watch for whirlwinds that emerge from the sand. Wait for the whirlwinds to die down, then capture any Strong Greenies that reveal themselves. When the room is clear, use the E-Gate to return to the Front Entrance.

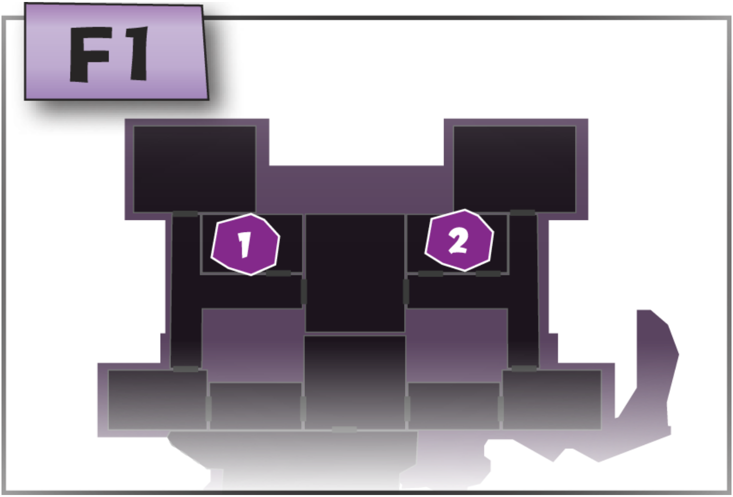


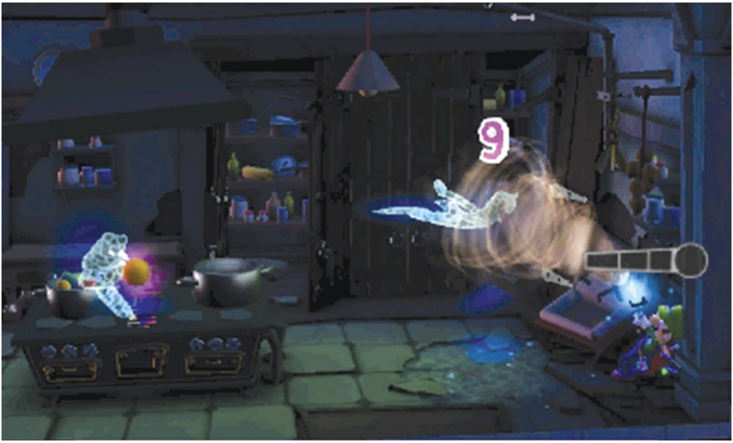
2 When you arrive in the Front Entrance, move past the stairs and enter the E-Gate on the west wall to reach the Dark Age Exhibit. Initially, this room contains at least two sword-wielding Strong Greenies. Wait for one of the ghosts to attack, then dash away and flash it while it's vulnerable.



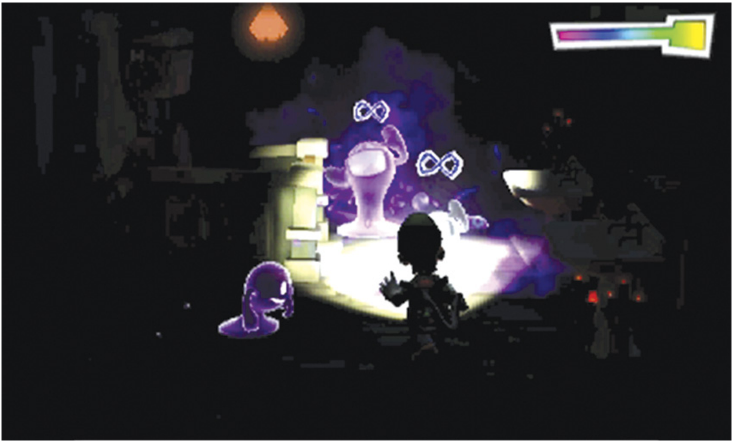
It doesn't take long for more Strong Greenies to join the fight. Try to disarm each enemy as quickly as possible, then flash them while they're clustered together. Clear all of the ghosts from the room, then use the door in the north wall to enter the Grand West.

Clear the Fourth Pair of Infestations





1 Avoid the false door in the Grand West and head into the Kitchen. This room is occupied by at least two Strong Hiders, so be very careful as you capture each enemy. Search the surrounding objects until you find a Strong Hider, then flash it and latch on. Dodge any thrown objects from nearby enemies, and repeat the process until you clear the room. Once you've cleared the Kitchen, use the door to return to the Grand West.

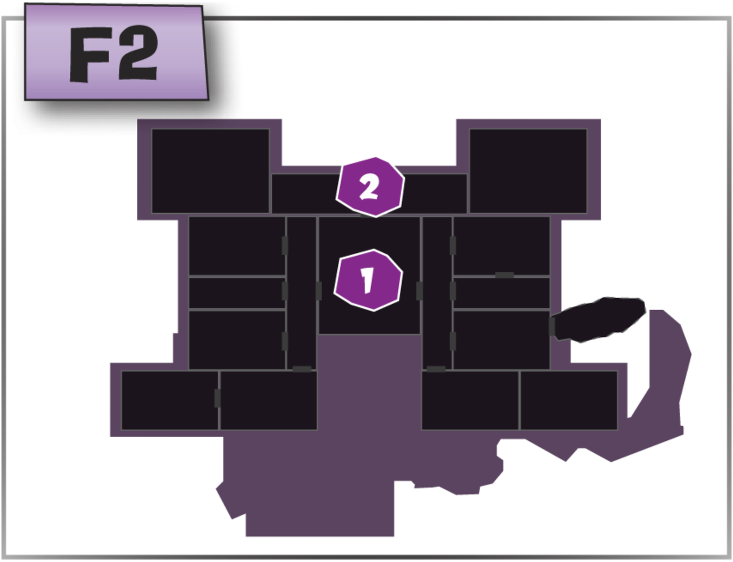


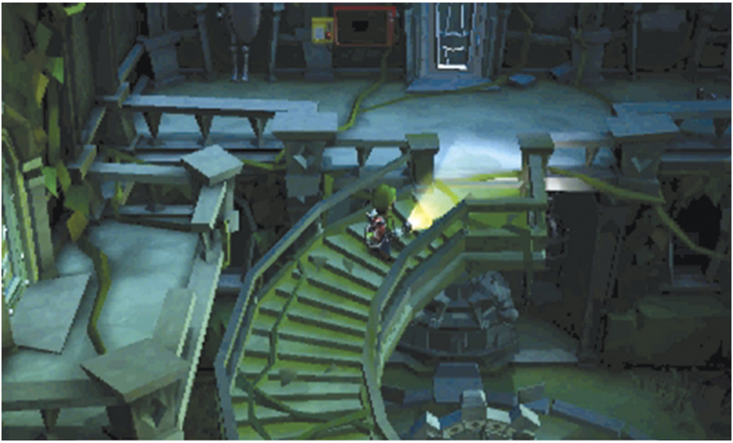
2 After you return to the Grand West, use the door in the east wall to enter the Inner Courtyard. Cross the room and use the next door to enter the Grand East, then head into the west half of the Restrooms. This area contains at least two small Creepers, but you'll most likely find a large Creeper as well. Use the Dark-Light Device to reveal any puddled Creepers, then capture them as quickly as possible.

When you clear the Restrooms, Professor E. Gadd calls with one more objective. Exit the Restrooms and return to the Inner

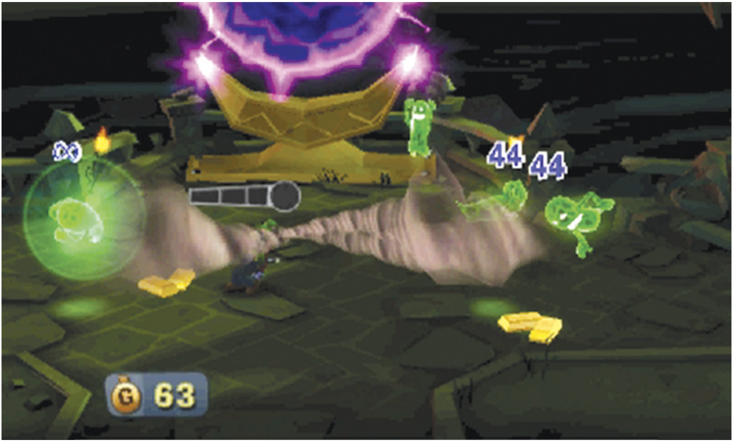
Courtyard.

Clear the Final Infestation





1 When you reach the Inner Courtyard, rotate the spiral staircase until it connects with the north platform. Climb back up to level F2 and return to the Terrace.



2 When you reach the Terrace, waves of ghosts begin spilling out from the portal above the altar. More ghosts are soon to follow, so move quickly to keep the population under control. It can be very rewarding to perform simultaneous captures when dealing with these common enemies, but it's far more important to keep their numbers down. If you find a few Strong Greenies clustered together, by all means flash them all. If not, just take these common enemies down one at a time. As more ghosts emerge from the portal, you can expect to see most of the varieties you encountered earlier in the mission.

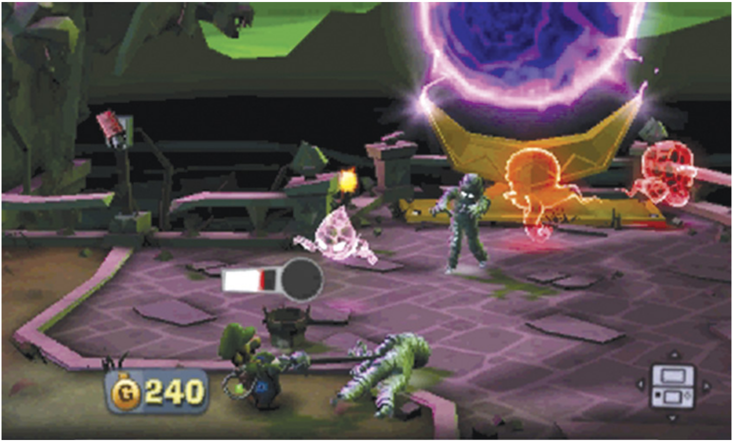
Terrace Infestation

Once the battle starts, various groups emerge from the portal in a fairly consistent order. As the battle progresses, adjust your tactics to neutralize more powerful enemies.Over the course of this infestation you can expect to encounter:

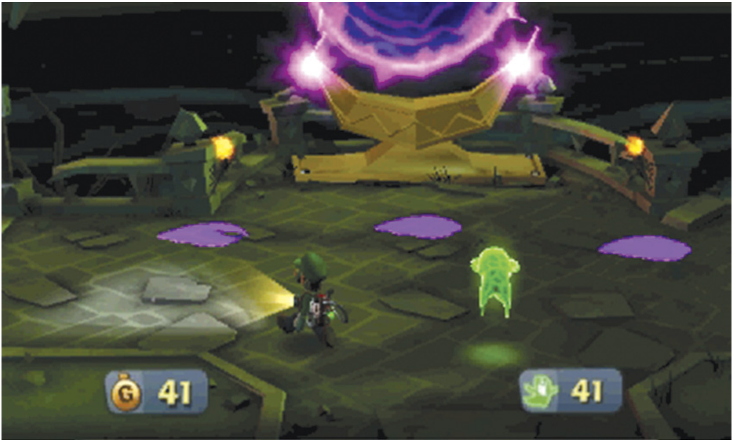
- A large group of Strong Greenies (including shielded and bucket-wearing variants)
- A Pair of Slammers
- A bandaged Strong Greenie
- A Strong Sneaker, a Strong Slammer, and a bandaged Strong Greenie

After the second bandaged Strong Greenie appears, there's a significant delay before the next group of ghosts emerge from the portal. After the break, you can expect to encounter:

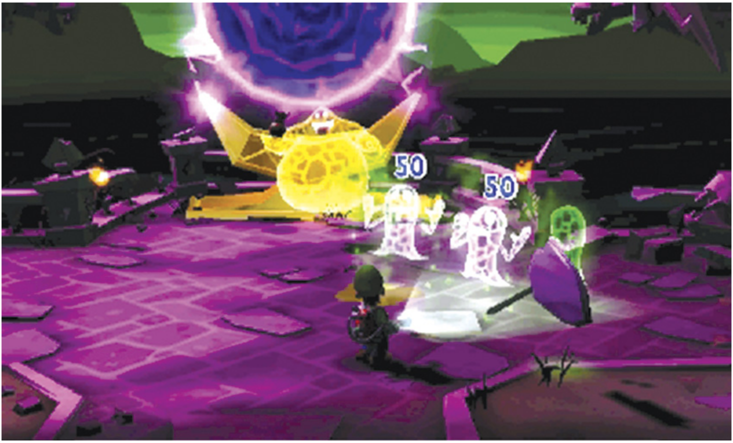
- A Strong Sneaker and a Strong Greenie
- Three small Creepers
- A pair of shielded Strong Greenies
- A Strong Gobber and a Slammer
- A pair of sword-wielding Strong Greenies



Don’t stray too far from the portal—it’s much harder for a Strong Sneaker to surprise you if you’re able to see it arrive. Each time a Strong Sneaker enters the area, keep one eye on it. If you see it vanish, stop whatever you’re doing and use the Strobulb to flash its likely location. If the Strong Sneaker stays visible, however, you’re free to finish off your current target.



Take the small Creepers out as soon as they appear. These enemies take very little time to capture, but they can be a real nuisance if you ignore them. Make sure the ground is clear of Creeper puddles before you risk struggling with a stronger enemy.



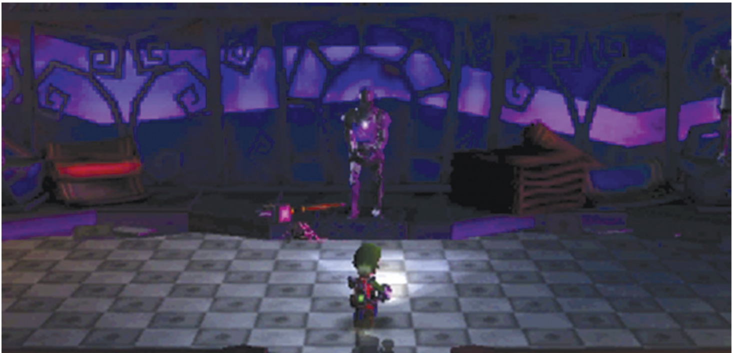
When the Strong Gobber appears, it's best to simply stay out of its attack range. Allow the gluttonous ghost to lob its sludge while you draw more mobile enemies to safer ground. When the Strong Gobber is the only ghost left in the area, move in and capture it. Clear all of the ghosts to end the infestation, then answer the Duel Scream to complete the mission and return to the Bunker.

Stop the Knightmare

Professor E. Gadd's Mission Description

The portal on the Terrace is still open, but we've got to hurry. Button up those overalls, my boy! It's time to battle King Boo!

Collect the Dark Moon Piece

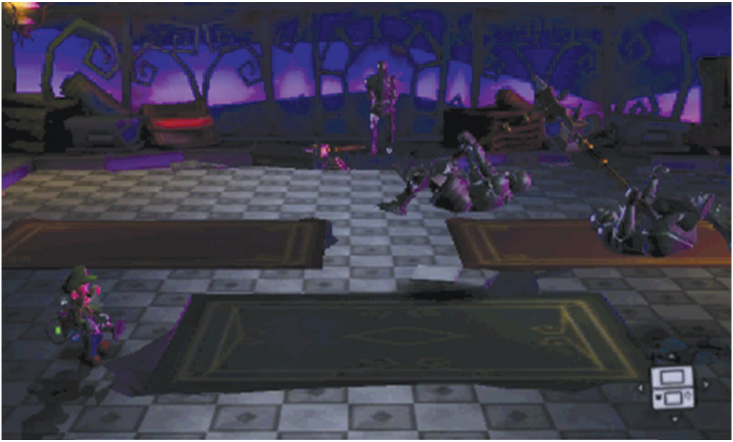


When the mission starts, you're transported to the Terrace. During a cinematic, however, you are sucked into the open portal and transported to a mysterious room. When you recover, attempt to collect the Dark Moon piece from the suit of armor near the north wall. When you do, the Tough Possessor knocks you to the ground, splits in half, and takes control of two suits of armor.

Tip

Don't disturb the small webs scattered around the room. These webs prevent troublesome mice from scurrying through the area.

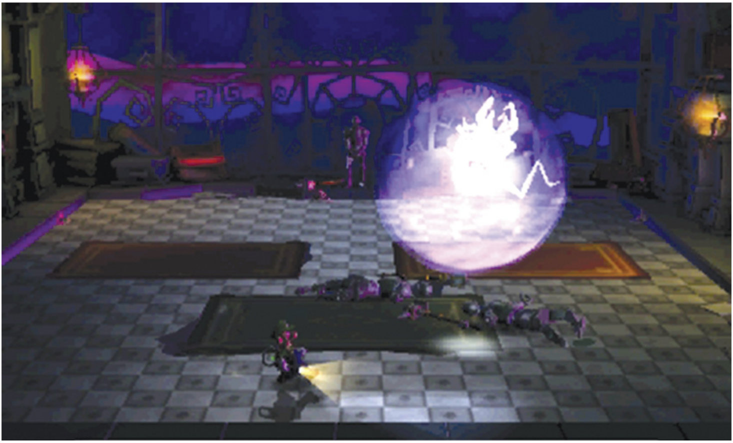
Phase 1



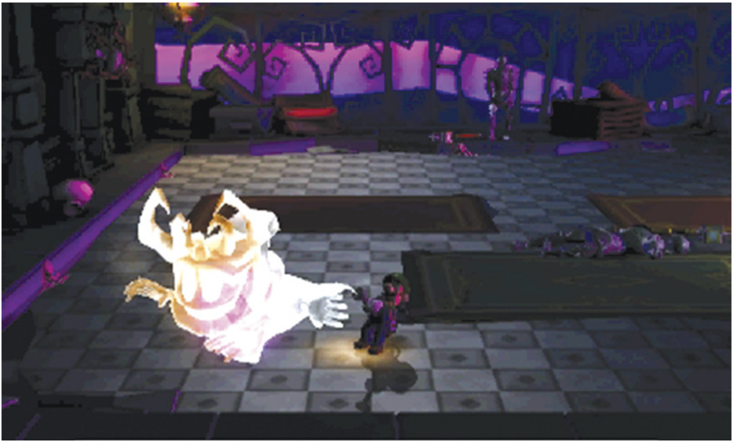
When the battle begins, move to the center of the room and lure both suits of armor onto a single rug. If one of the enemies is lagging behind, bait the closer enemy into attacking and dodge the blow. This allows the slower enemy to catch up while the attacker recovers. When both enemies are in place, A-Pull the corner of the rug to send them crashing to the ground.

Note

If you only topple one of the enemies, the remaining enemy reassembles the broken armor.

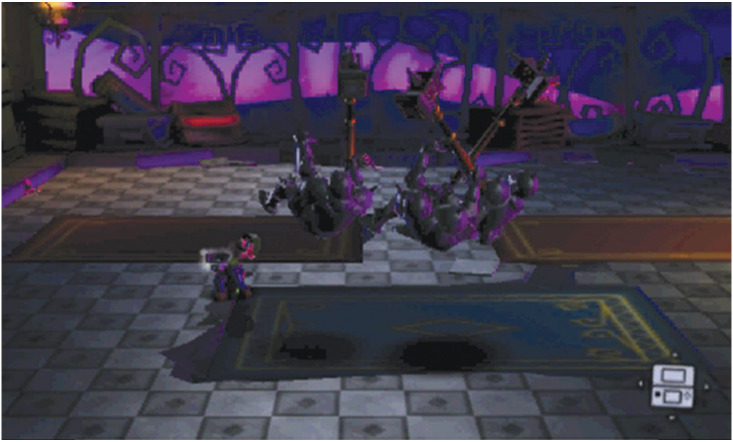


When both suits of armor fall apart, the Tough Possessor emerges, and prepares a charge attack. Step out of its path and wait for the ghost to dash across the room.

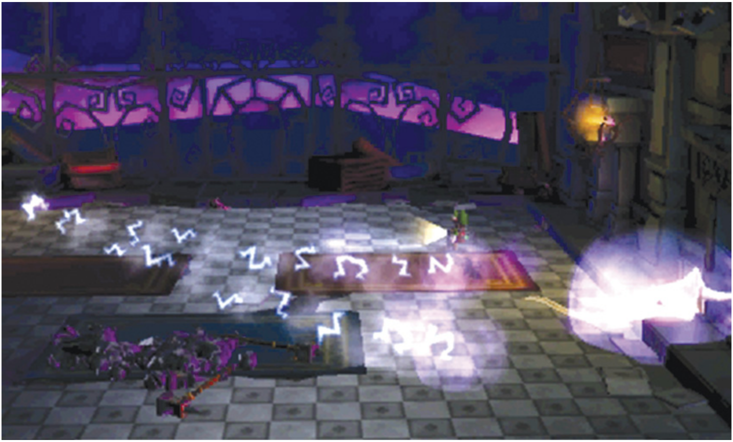


Follow the Tough Possessor, and note the trail it leaves along the floor. When the enemy crashes into the wall, flash the Tough Possessor, latch on with the Poltergust, and perform an A-Pull to peel its first layer. When the ghost recovers, it splits apart and takes control of three suits of armor.

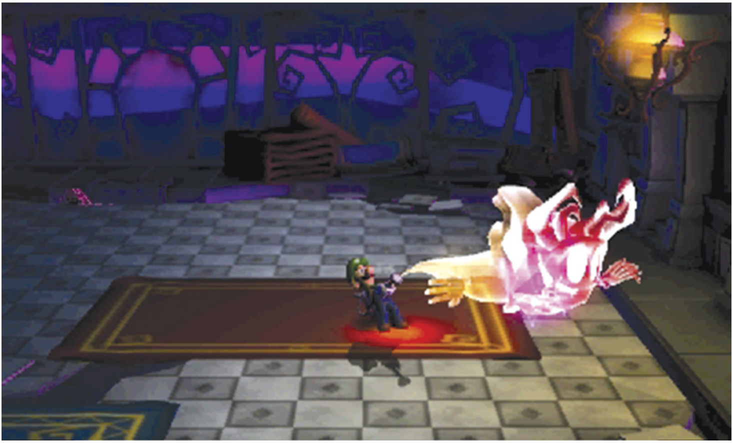
Phase 2



As the suits of armor spring to life, move to the center of the room and lure all three enemies to a single rug. Once they're in place, A-Pull the corner of the rug to knock them all to the ground. The Tough Possessor emerges and prepares another charge attack.

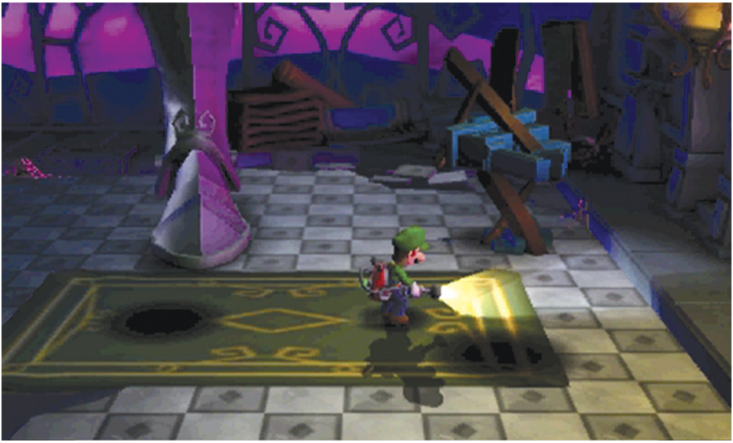


During this phase of the battle, the Tough Possessor uses two energy orbs to increase the width of its path. Give the ghost plenty of room to charge past you. Use the trail left by each orb to determine when it's safely past you, then hook back and run after the enemy.

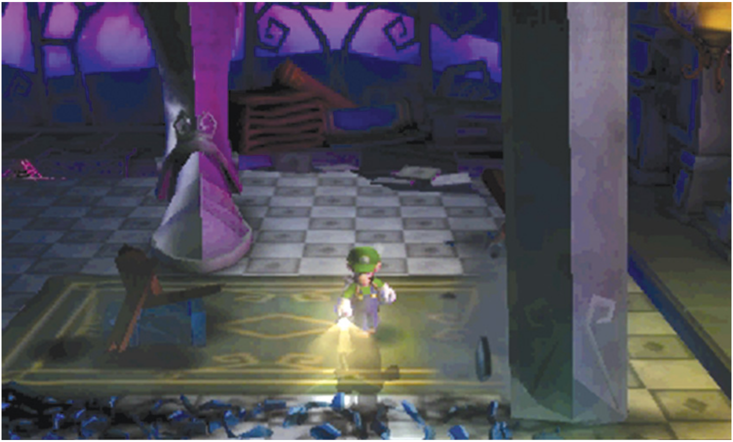


Flash the Tough Possessor with your Strobulb, then latch on and peel its second layer. When you do, the enemy retreats to the north side of the room, splits into four pieces, and vanishes through the window.

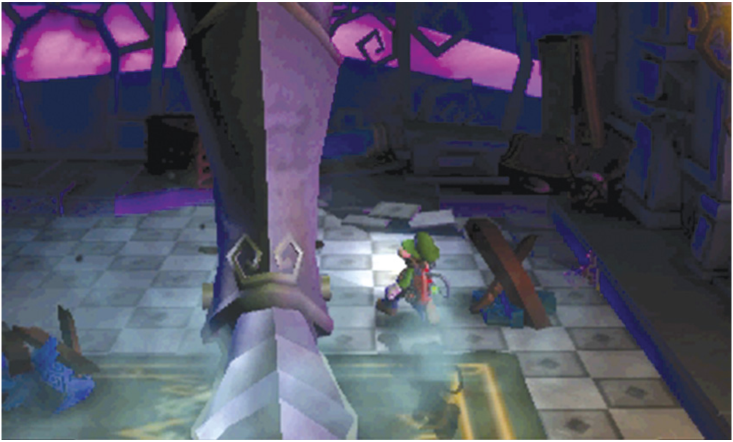
Phase 3



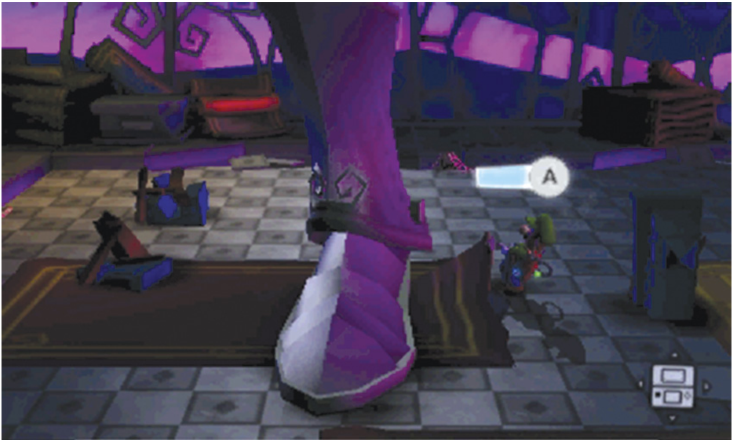
During a brief cinematic, a giant knight smashes through the window and stomps into the room. While in this form, the Tough Possessor has a variety of new attacks. Move to the two rugs nearest the north side of the room, and dodge the falling debris. Each time a shadow appears on the ground, move away to avoid the chunks of wood and stone that drop down from the ceiling.



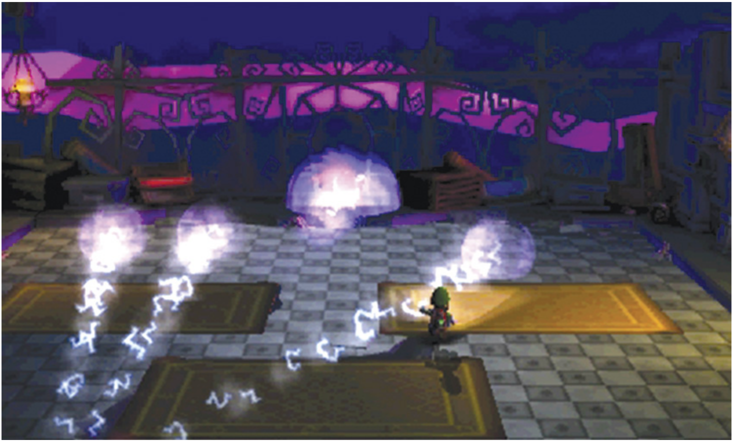
It's important to keep moving, but try to stay on one of the rugs—the knight's massive sword occasionally slices through the tiles along the north and south edges of the rugs.



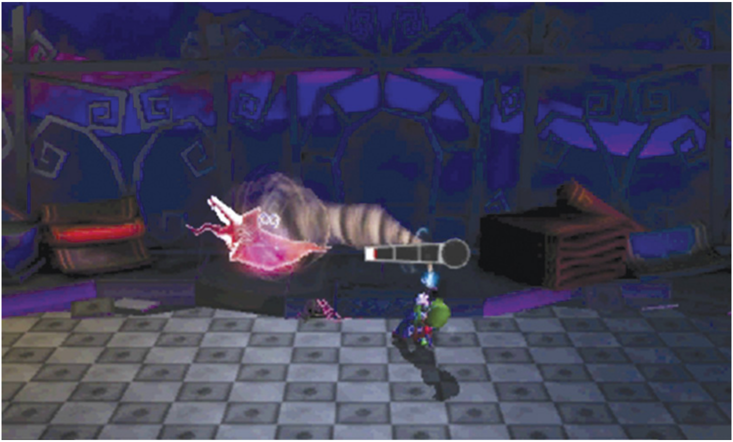
When the knight attempts to stomp on you, bait it into slamming its foot onto one of the northernmost rugs. The knight can stomp several times before it plants its foot on the ground, so keep moving until you're sure the attack has ended. Once the first foot is in place, slide over to the rug near the knight's other foot and attempt to accomplish the same task.



When the knight has one foot on each of the northernmost rugs, stand in the gap between them. A-Pull one rug to throw the knight off balance, then A-Pull the other rug before the enemy recovers. The giant knight comes crashing down. The Tough Possessor prepares another charge attack.



During this phase of the battle, the Tough Possessor uses three energy orbs to greatly increase the width of its path. Give the ghost plenty of room, then slip behind the orbs and follow it across the room.



After the impact, flash the dazed enemy, then latch on and perform an A-Pull to capture the Tough Possessor. Collect the Dark Moon piece that pops out of your Poltergust, then answer the Duel Scream to complete the mission. When Professor E. Gadd attempts to bring you back to the Bunker, you're somehow transported to another mysterious area beyond the portal.

Terrifying Invasion

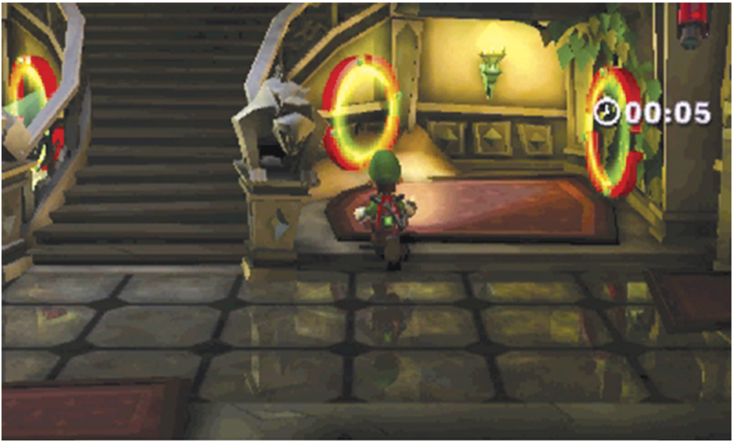
Professor E. Gadd's Mission Description

We have an EMERGENCY! The Parascope is detecting whopping paranormal signals in the mansion! Luigi...THE END IS NEAR!

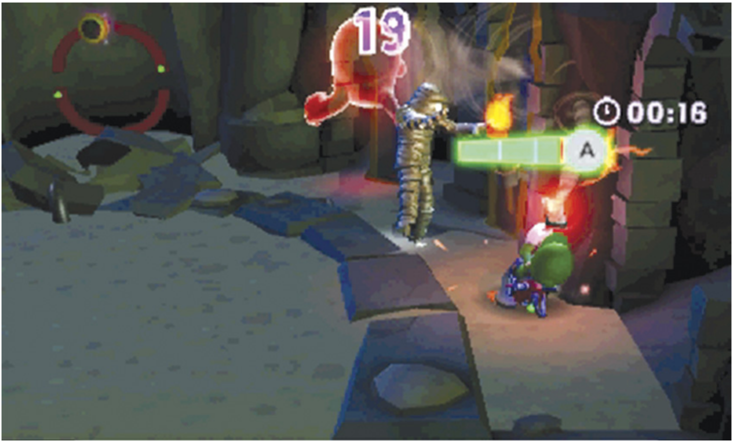
Note

To unlock this mission, you must capture all of the Treacherous Mansion Boos and collect this mansion's Dark Moon piece. If you've accomplished this, you can select this mission when you return to the Bunker.

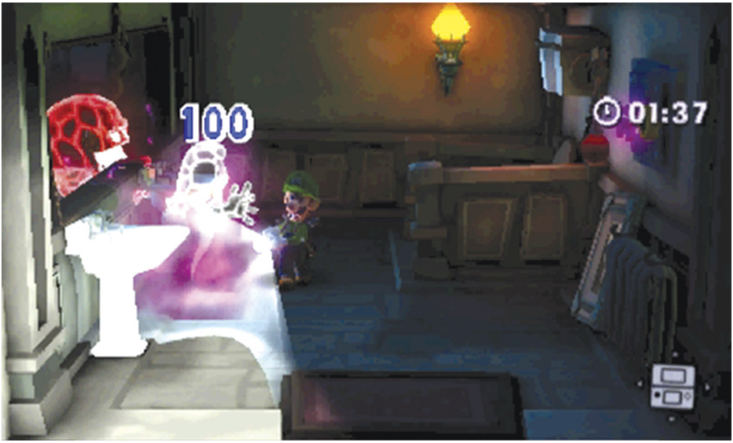
Like all invasion-based missions, groups of ghosts appear in random locations. Your task is to move from objective to objective, capturing all ghosts as quickly as possible.



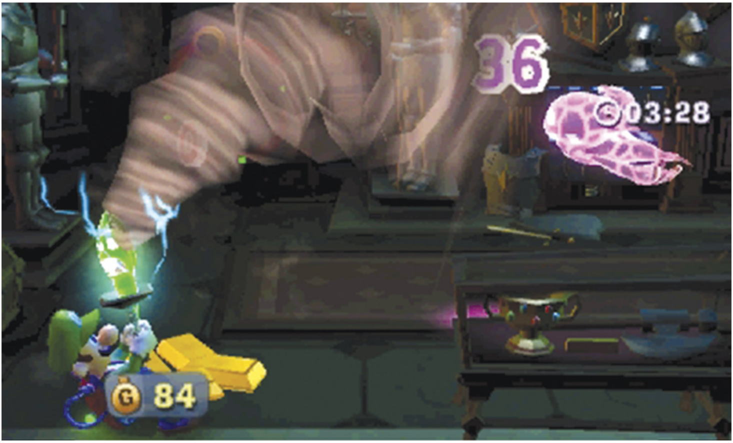
When the mission starts, you're transported to the Front Entrance. Wait for Professor E. Gadd to give you your first objective, then plot the fastest possible route to the marked location. Luckily, the nearby E-Gates make this an easy task! By now, you should be very familiar with every room of the Treacherous Mansion. Use the E-Gates to jump between objectives in record time.



Infested exhibits usually contain specially equipped Greenies. From the diving helmets of the Nautical Exhibit to the bandages in the Ancient Exhibit, even standard Greenies can put up quite a fight. Since the E-Gates allow you to zip around the mansion, how quickly you manage to disarm these ghosts will probably be the single biggest factor in how quickly you complete the mission.



While most infestations will occur within the mansion's exhibits, that won't always be the case. You might find yourself battling large groups of ghosts in areas that never contained more than one or two enemies in previous missions.



Since the E-Gates make navigating the mansion very simple, and you're bound to earn loads of treasure from each capture, staying healthy should probably be your top priority. You're sure to face some very large groups, and it's easy to get overwhelmed. Prioritize your targets and keep an eye out for enemy reinforcements. After you clear all of the infestations, answer the Duel Scream to complete the mission and return to the Bunker.

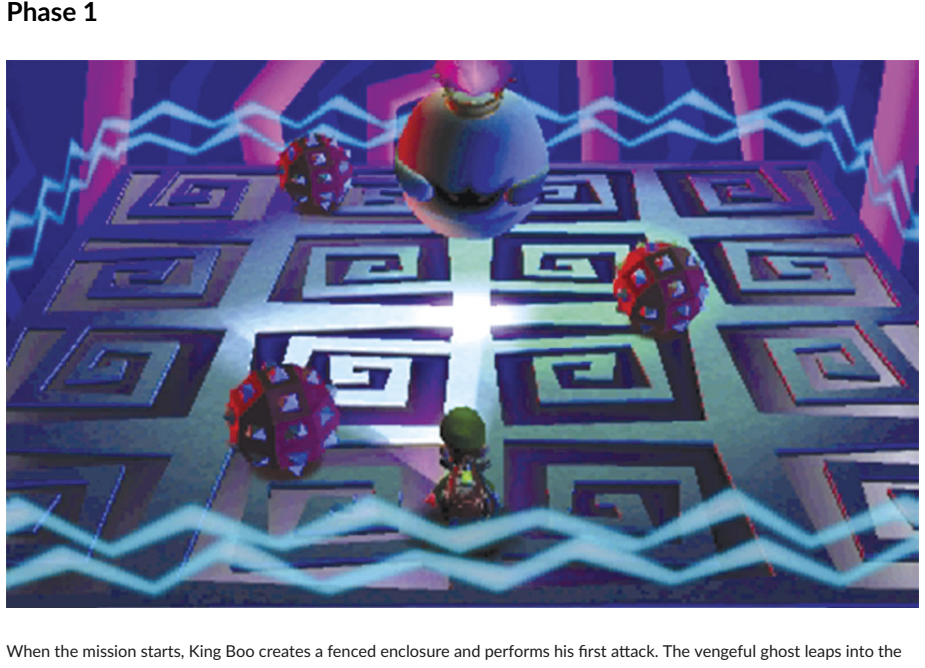
King Boo's Illusion

A Nightmare to Remember

Professor E. Gadd's Mission Description

This is it, Luigi. It's time to stop King Boo for good and rescue your brother.

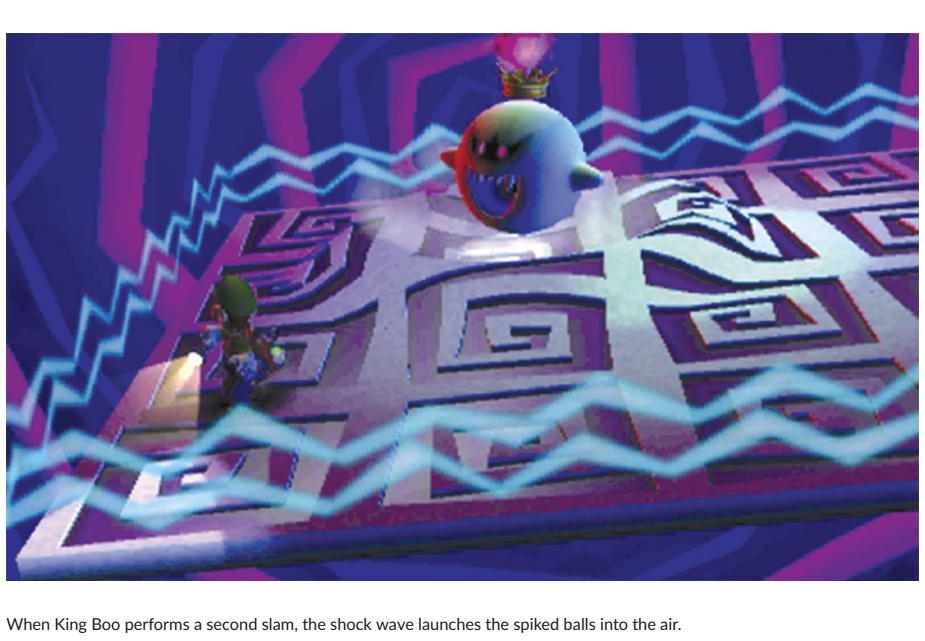
Phase 1



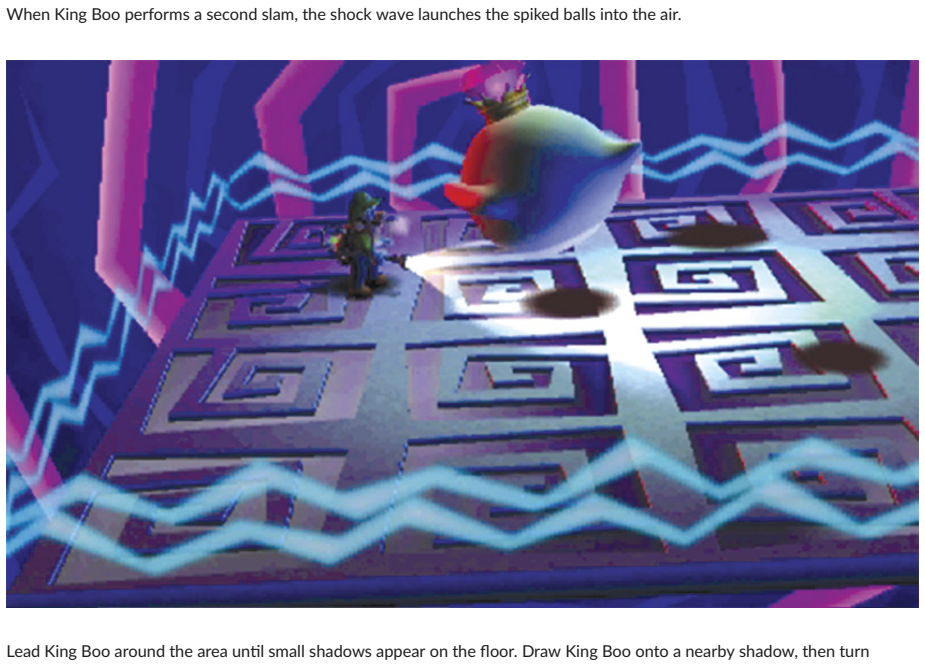
When the mission starts, King Boo creates a fenced enclosure and performs his first attack. The vengeful ghost leaps into the air and slams down to the floor. The force not only sends a shock wave through the area, it causes three spiked balls to drop into the enclosure. Aside from his initial attack, King Boo refuses to act while you're facing him. Dodge the spiked balls and run through enclosure until King Boo makes his next move.

Note

If you flash King Boo with the Strobulb, he vanishes and reappears behind you.



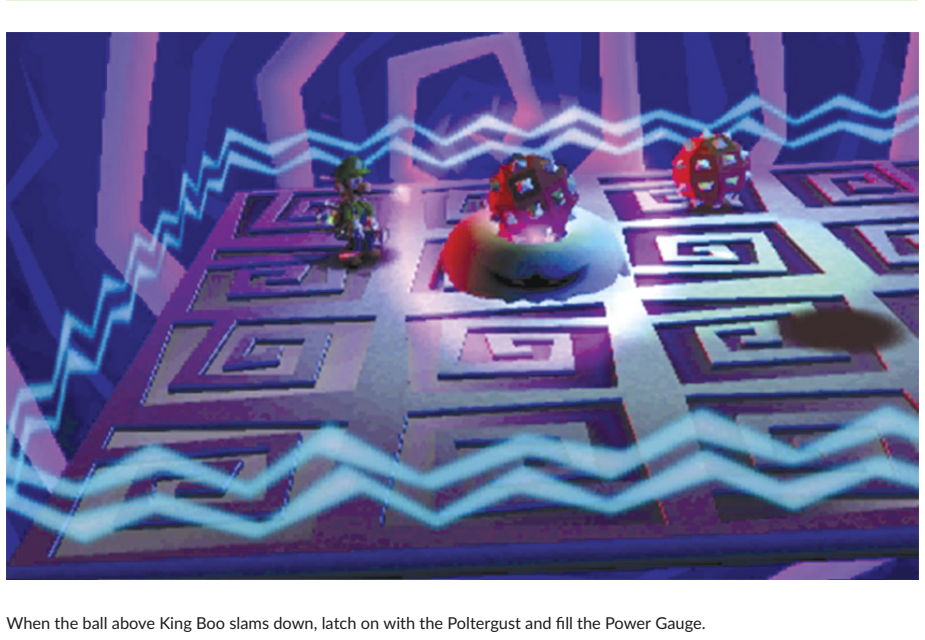
When King Boo performs a second slam, the shock wave launches the spiked balls into the air.



Lead King Boo around the area until small shadows appear on the floor. Draw King Boo onto a nearby shadow, then turn around and face him. King Boo covers his eyes and stops moving—he'll only endure this stalemate for a few seconds, but it should be more than enough time for the balls to come crashing to the floor.

Tip

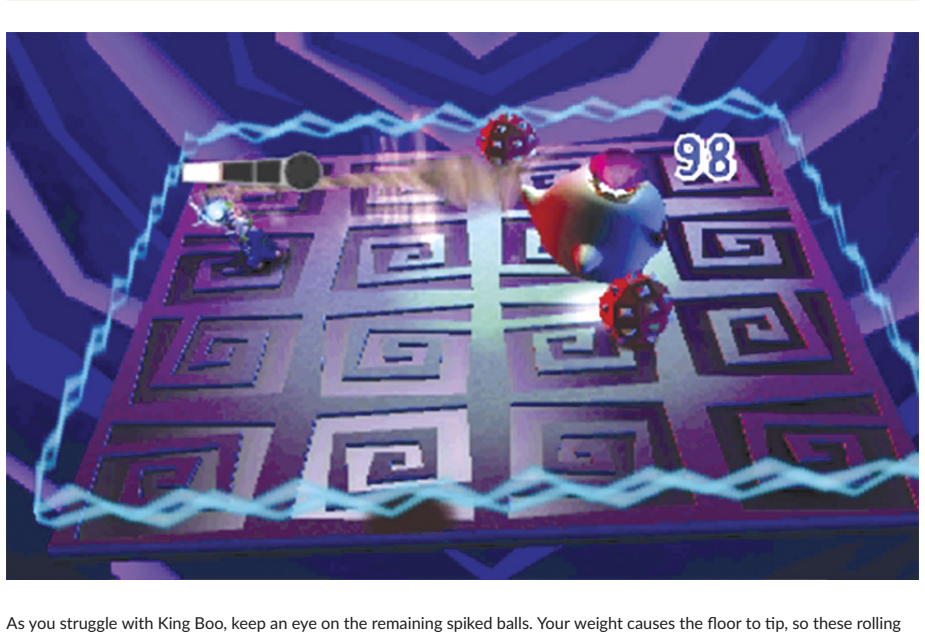
When you face King Boo for more than few seconds, he starts to shake. This means he's about to vanish and reappear behind you. To prevent this, turn away just long enough to get his attention, then turn back to prevent him from wandering too far from the shadow.



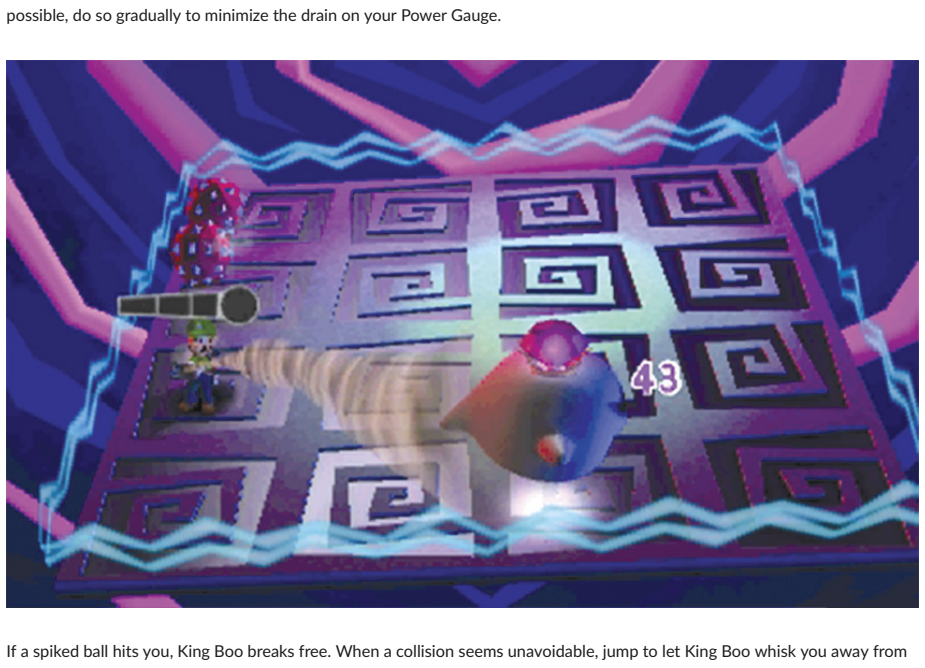
When the ball above King Boo slams down, latch on with the Poltergust and fill the Power Gauge.

Tip

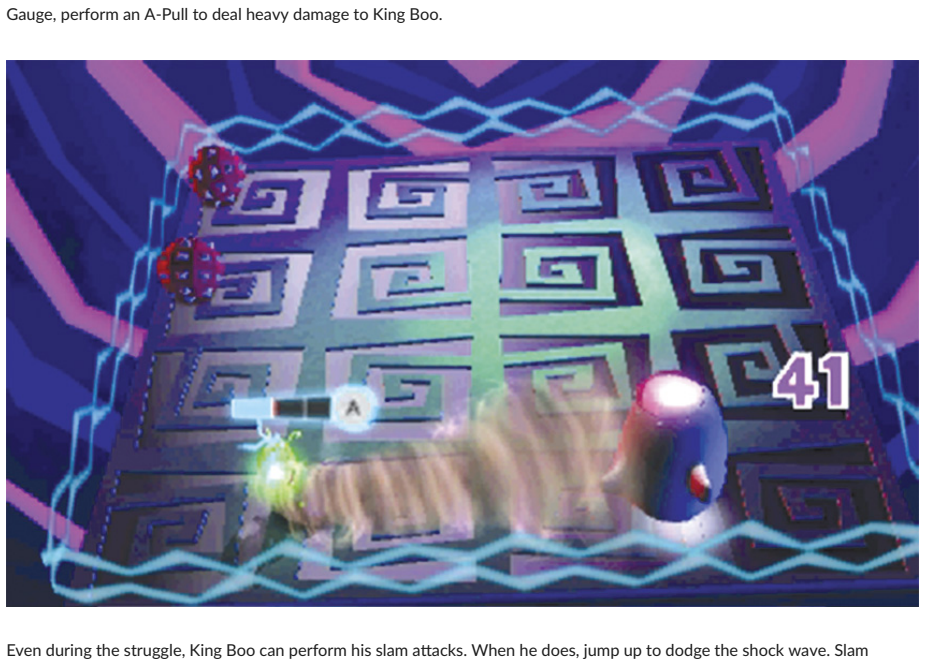
Make sure you face King Boo until the ball lands. If your back is turned at the moment of impact, King Boo dashes out of the way.



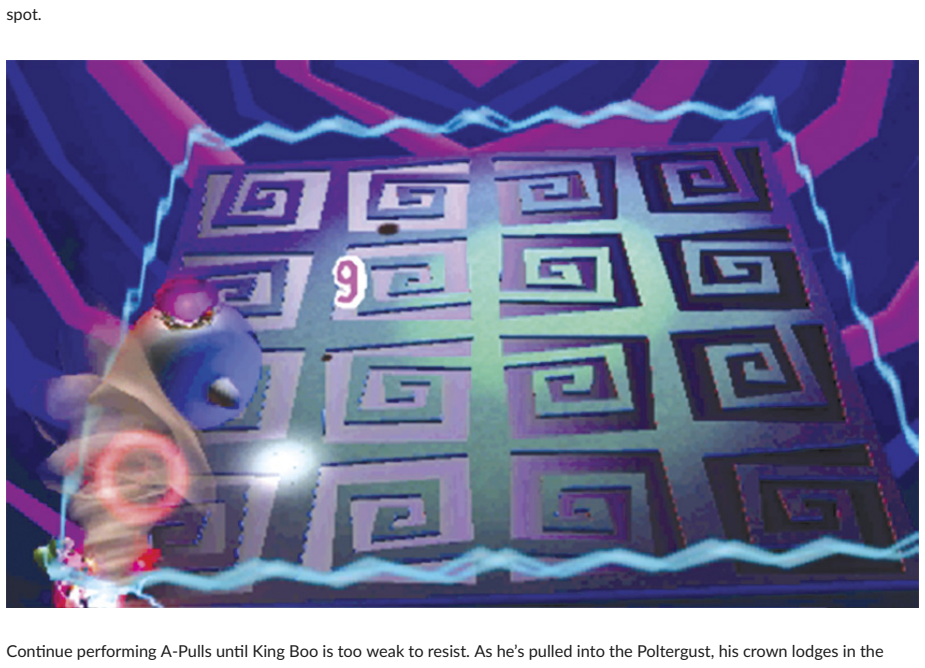
As you struggle with King Boo, keep an eye on the remaining spiked balls. Your weight causes the floor to tip, so these rolling hazards are almost always heading your way. If you're in danger of getting hit, allow King Boo to drag you to a safer area. If possible, do so gradually to minimize the drain on your Power Gauge.



If a spiked ball hits you, King Boo breaks free. When a collision seems unavoidable, jump to let King Boo whisk you away from danger. This empties your Power Gauge, but it allows you to maintain your hold on King Boo. Each time you fill your Power Gauge, perform an A-Pull to deal heavy damage to King Boo.

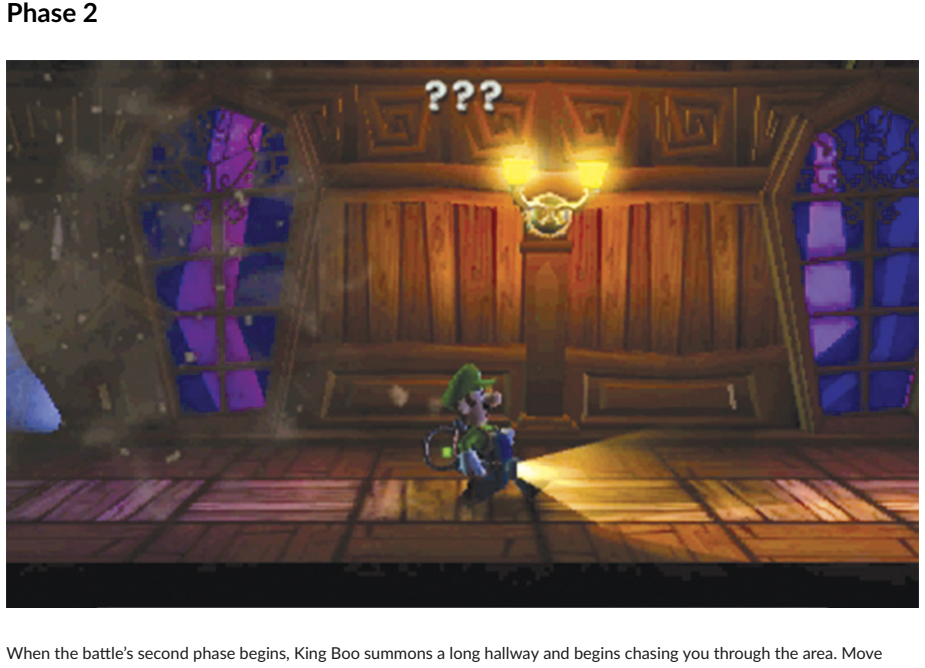


Even during the struggle, King Boo can perform his slam attacks. When he does, jump up to dodge the shock wave. Slam attacks also launch the spiked balls into the air. When this happens, watch for the shadow that indicates each ball's landing spot.



Continue performing A-Pulls until King Boo is too weak to resist. As he's pulled into the Poltergust, his crown lodges in the nozzle, allowing him to break free. King Boo emerges from the Poltergust and starts the battle's next phase.

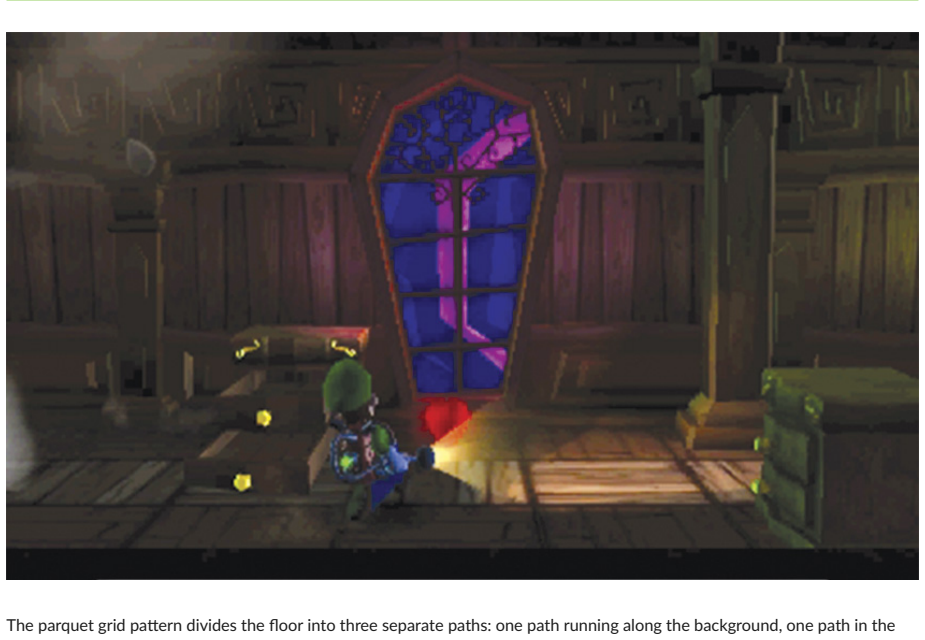
Phase 2



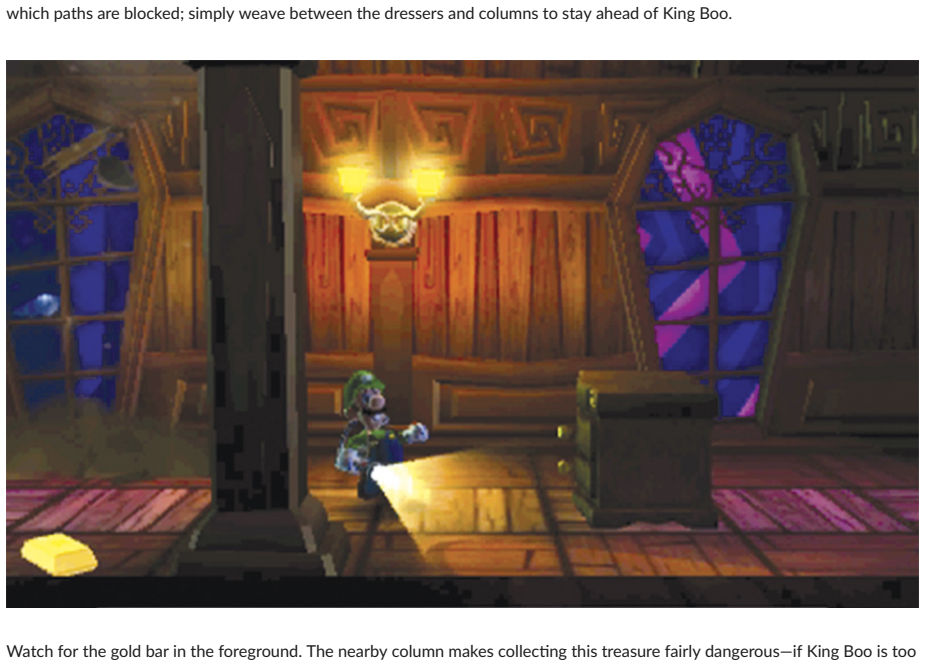
When the battle's second phase begins, King Boo summons a long hallway and begins chasing you through the area. Move quickly to stay ahead of the ghost, and dodge the obstacles that appear in your path. As you run through the obstacle course, look for Hearts and treasure placed along the path. These items are occasionally used to lure you into dangerous situations, but they often mark the best path through the area.

Tip

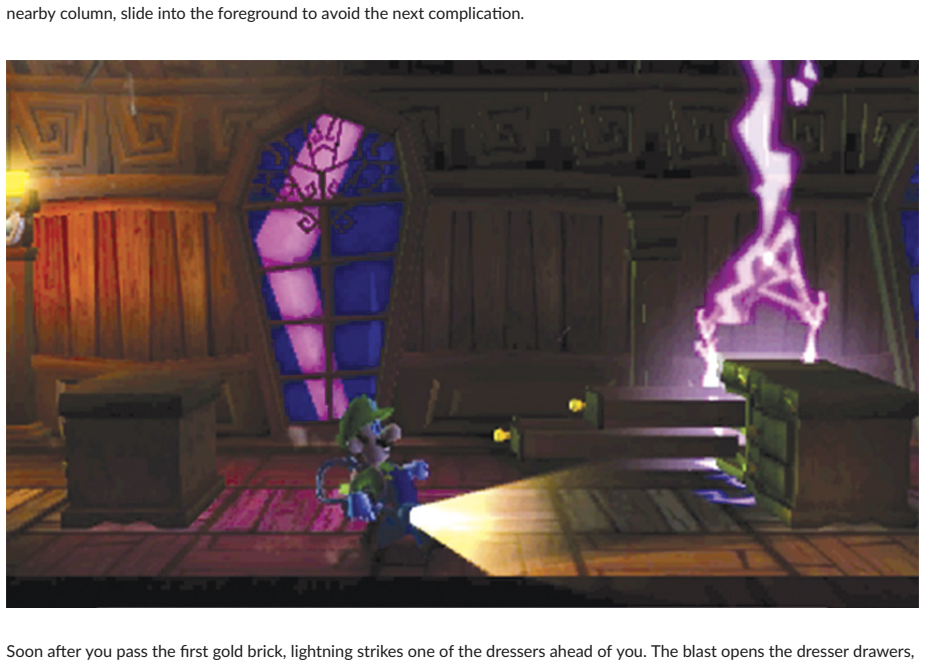
If King Boo catches you, the impact costs you 20 points of health. Don't let this discourage you! Try to regain your lead while King Boo is busy gloating. If you collect the Hearts along the path, it's fairly easy to start the battle's next phase with full health.



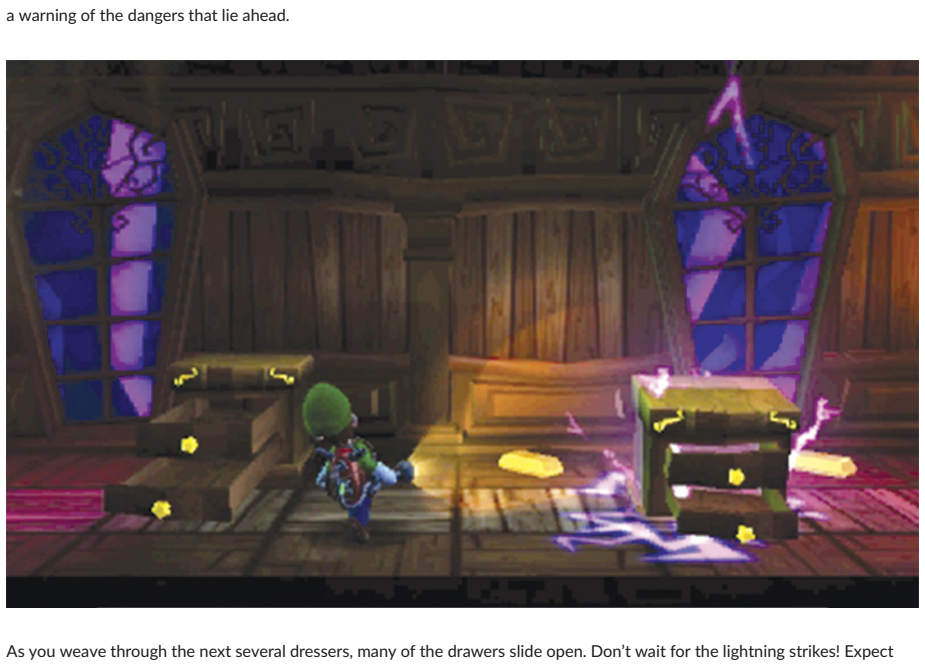
The parquet grid pattern divides the floor into three separate paths: one path running along the background, one path in the foreground, and one path right down the middle of the hall. Toward the beginning of the chase, it's fairly easy to recognize which paths are blocked; simply weave between the dressers and columns to stay ahead of King Boo.



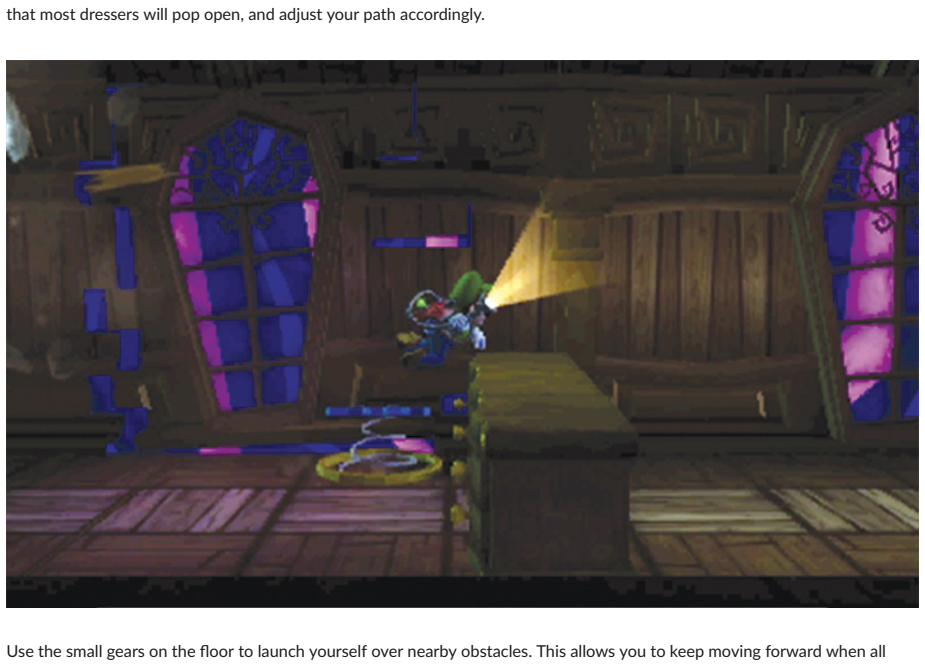
Watch for the gold bar in the foreground. The nearby column makes collecting this treasure fairly dangerous—if King Boo is too close for comfort, stick to the middle path. Either way, the gold bar serves as an important landmark. As you move past the nearby column, slide into the foreground to avoid the next complication.



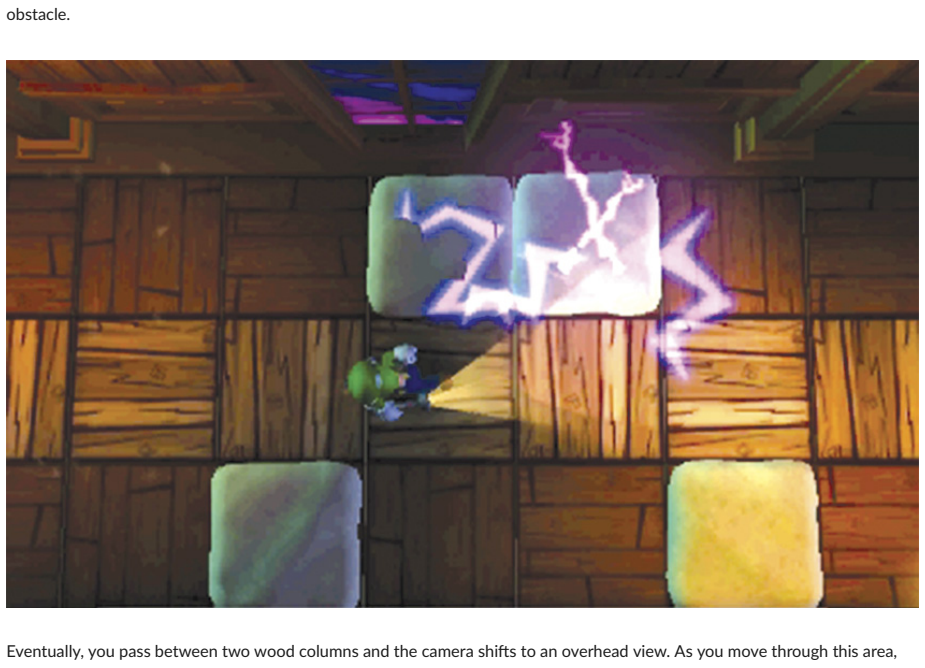
Soon after you pass the first gold brick, lightning strikes one of the dressers ahead of you. The blast opens the dresser drawers, blocking an additional parquet square. Since you moved to the foreground, this won't affect your path. However, consider this a warning of the dangers that lie ahead.



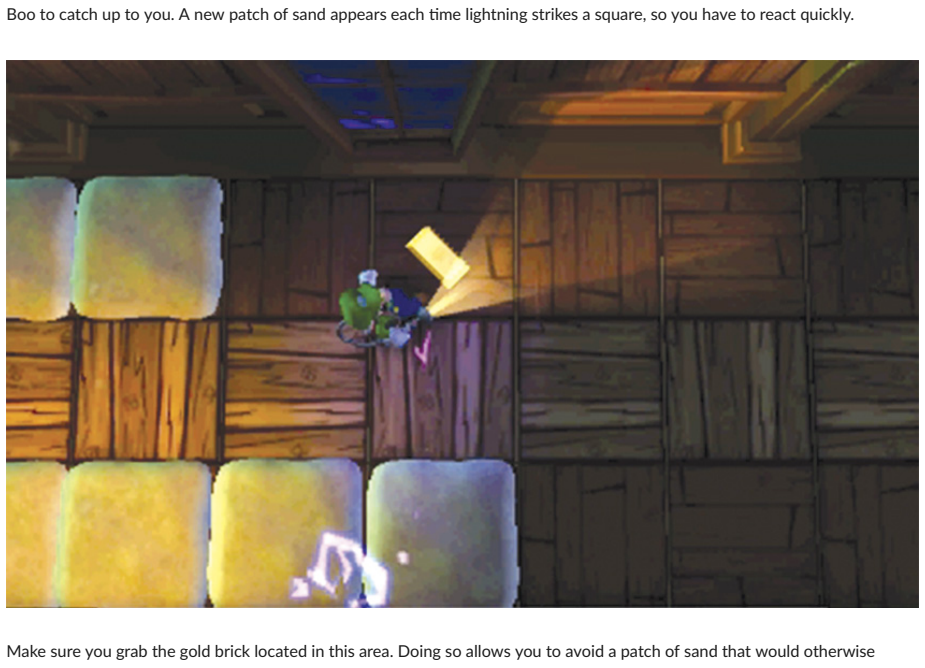
As you weave through the next several dressers, many of the drawers slide open. Don't wait for the lightning strikes! Expect that most dressers will pop open, and adjust your path accordingly.



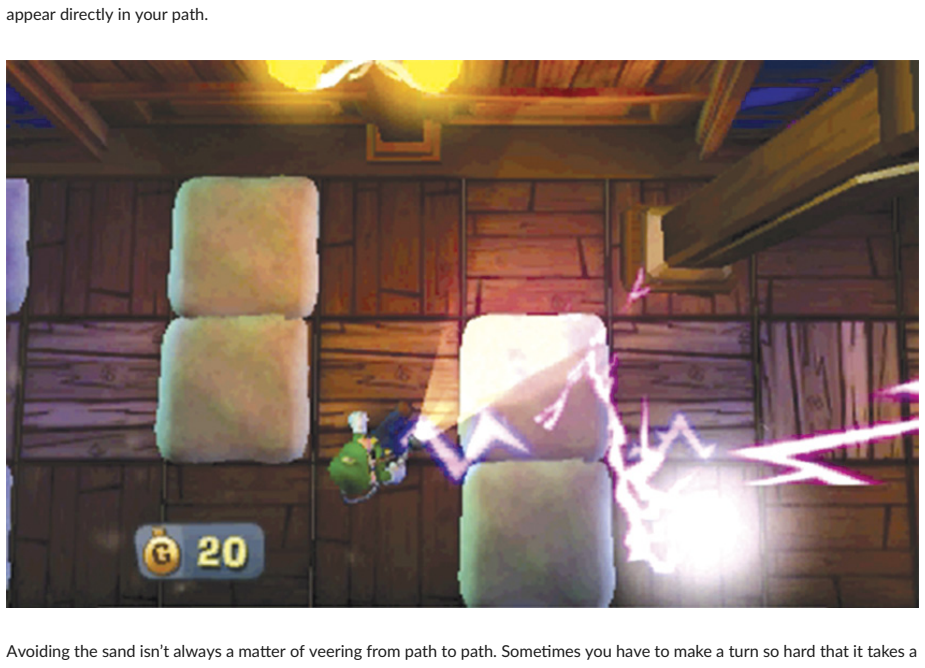
Use the small gears on the floor to launch yourself over nearby obstacles. This allows you to keep moving forward when all three paths are blocked. Even when it isn't required, however, using a small gear is always faster than weaving around an obstacle.



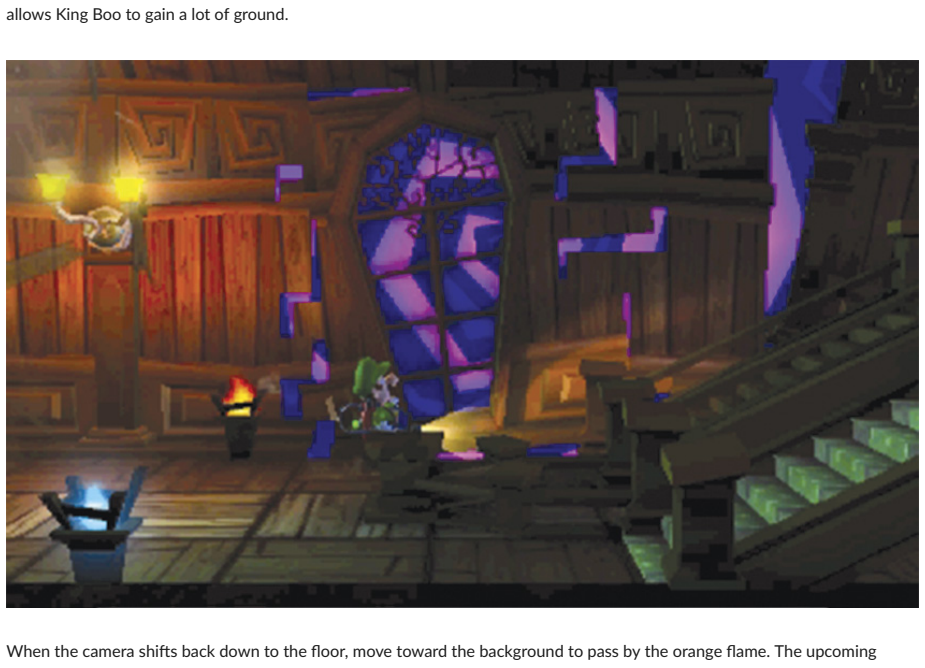
Eventually, you pass between two wood columns and the camera shifts to an overhead view. As you move through this area, you must avoid any sand-covered parquet squares. Running in sand greatly reduces your speed, making it very easy for King Boo to catch up to you. A new patch of sand appears each time lightning strikes a square, so you have to react quickly.



Make sure you grab the gold brick located in this area. Doing so allows you to avoid a patch of sand that would otherwise appear directly in your path.



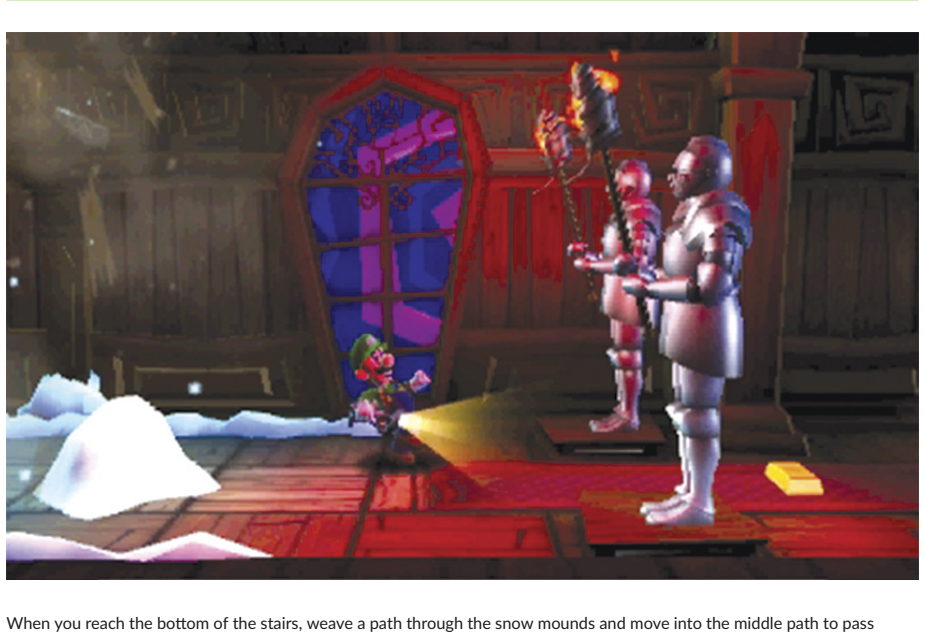
Avoiding the sand isn't always a matter of veering from path to path. Sometimes you have to make a turn so hard that it takes a full second or two before you're safely past the hazard. Don't cut corners! Even grazing the sand on the way through the area allows King Boo to gain a lot of ground.



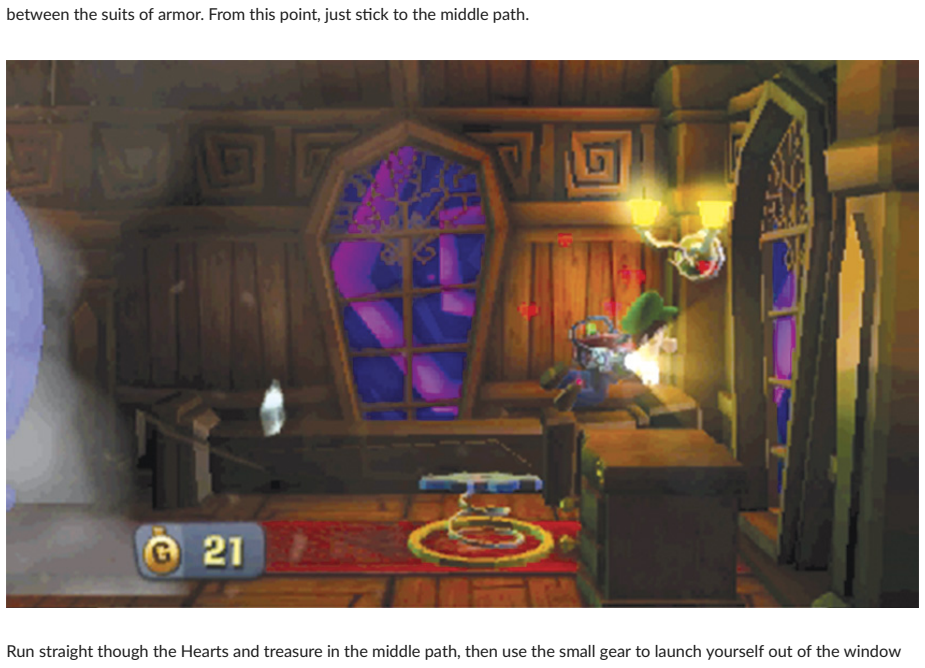
When the camera shifts back down to the floor, move toward the background to pass by the orange flame. The upcoming stairs block the middle path, and the blue flame in the foreground indicates that set of stairs is haunted. Stick near the background as you run up the stairs across the platform, and back down to the floor.

Tip

When you reach the top of the stairs, there's a Heart in the middle path. If you've taken any damage, swoop down and grab it—just make sure you return to the background path before you reach the next set of stairs.

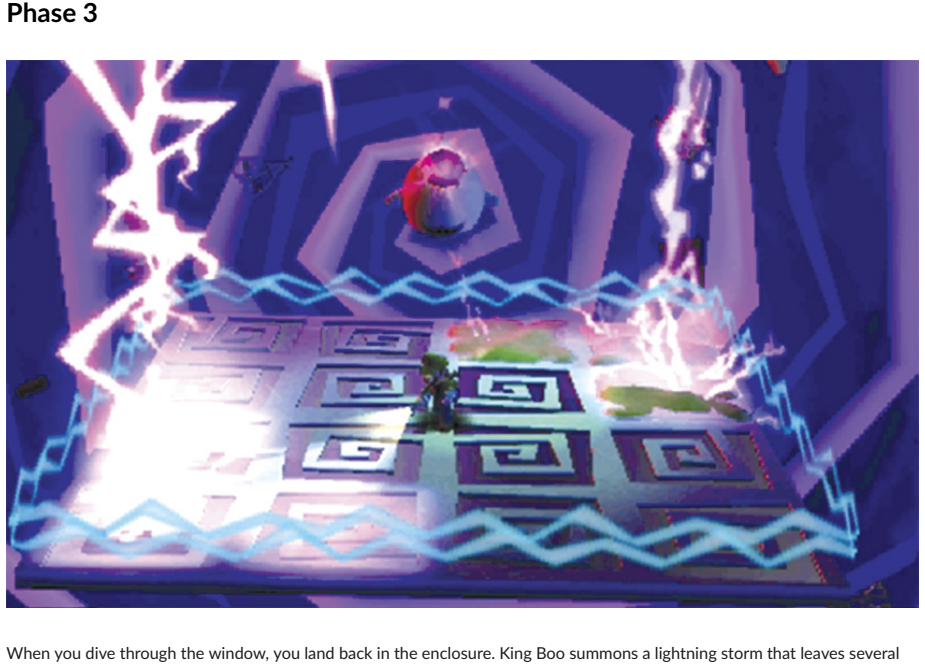


When you reach the bottom of the stairs, weave a path through the snow mounds and move into the middle path to pass between the suits of armor. From this point, just stick to the middle path.

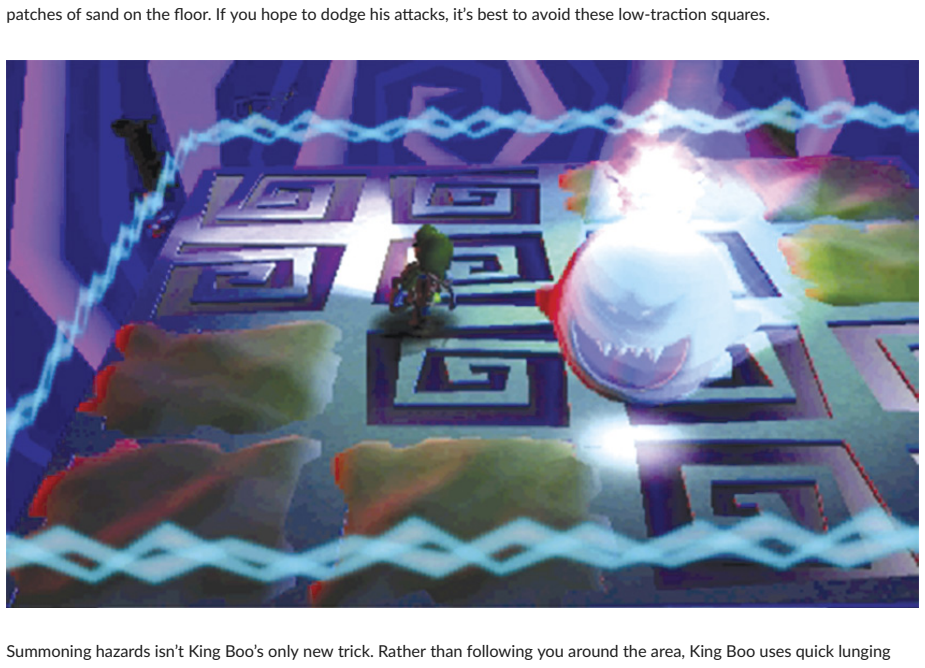


Run straight though the Hearts and treasure in the middle path, then use the small gear to launch yourself out of the window and into the battle's next phase.

Phase 3



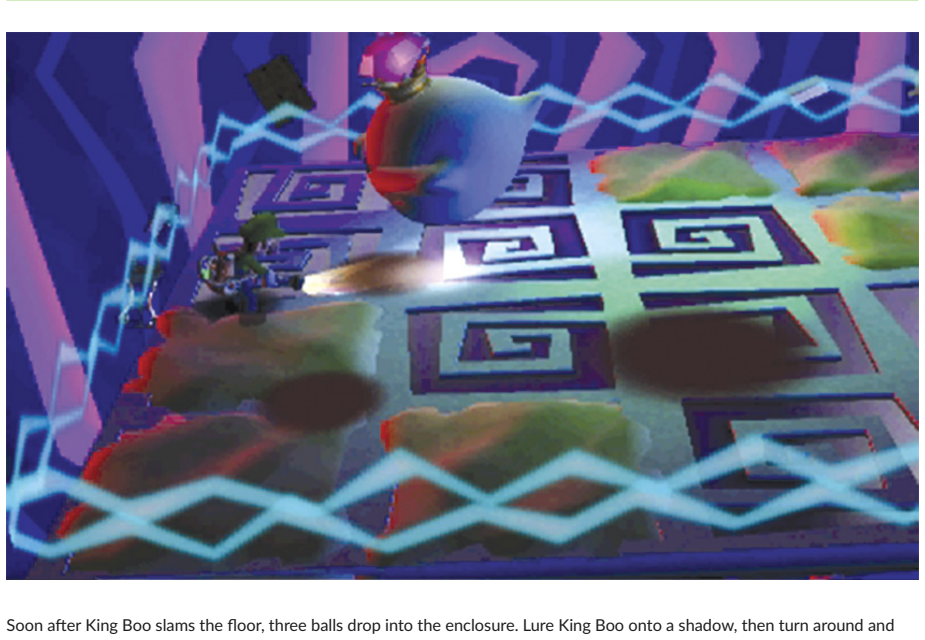
When you dive through the window, you land back in the enclosure. King Boo summons a lightning storm that leaves several patches of sand on the floor. If you hope to dodge his attacks, it's best to avoid these low-traction squares.



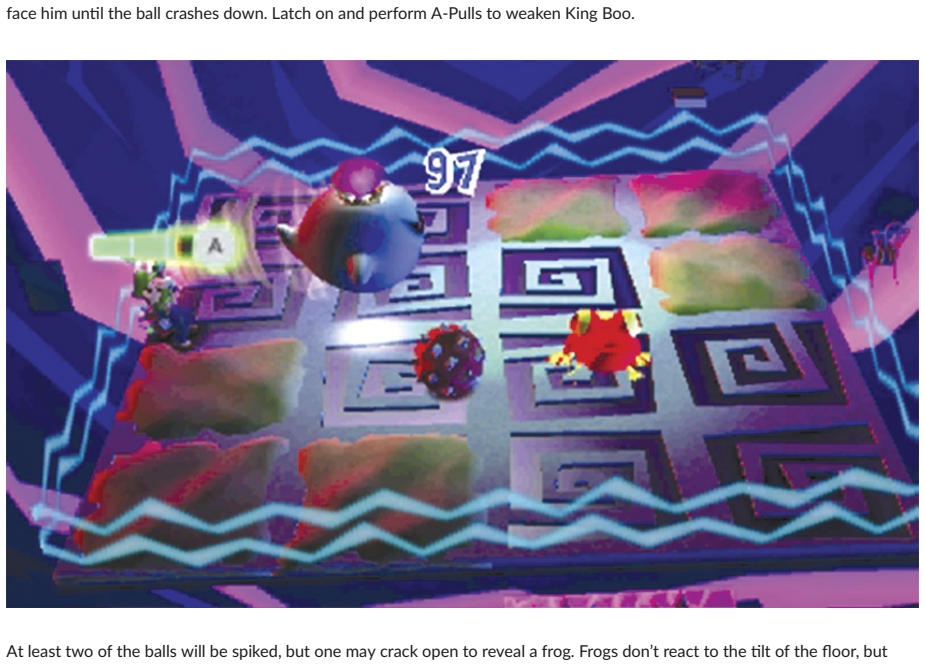
Summoning hazards isn't King Boo's only new trick. Rather than following you around the area, King Boo uses quick lunging attacks to deal damage and knock you to the floor. King Boo emits a blinding glow just before each lunge. Circle away to get out of King Boo's path, and keep moving until he performs a slam attack.

Tip

If you face King Boo as soon as the glow appears, you can interrupt his attack. If you're too slow, however, King Boo lunges toward you whether or not your back is turned.



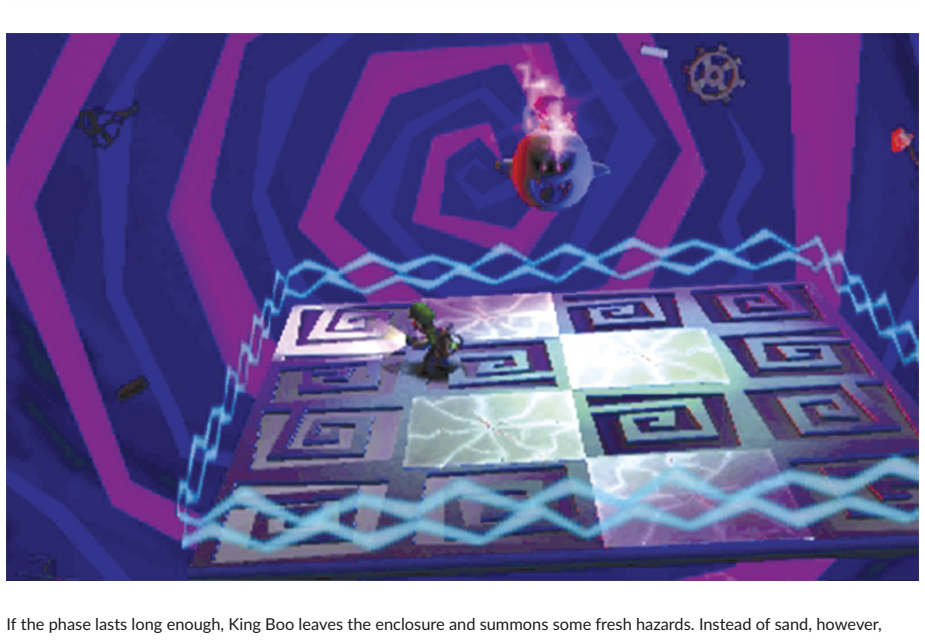
Soon after King Boo slams the floor, three balls drop into the enclosure. Lure King Boo onto a shadow, then turn around and face him until the ball crashes down. Latch on and perform A-Pulls to weaken King Boo.



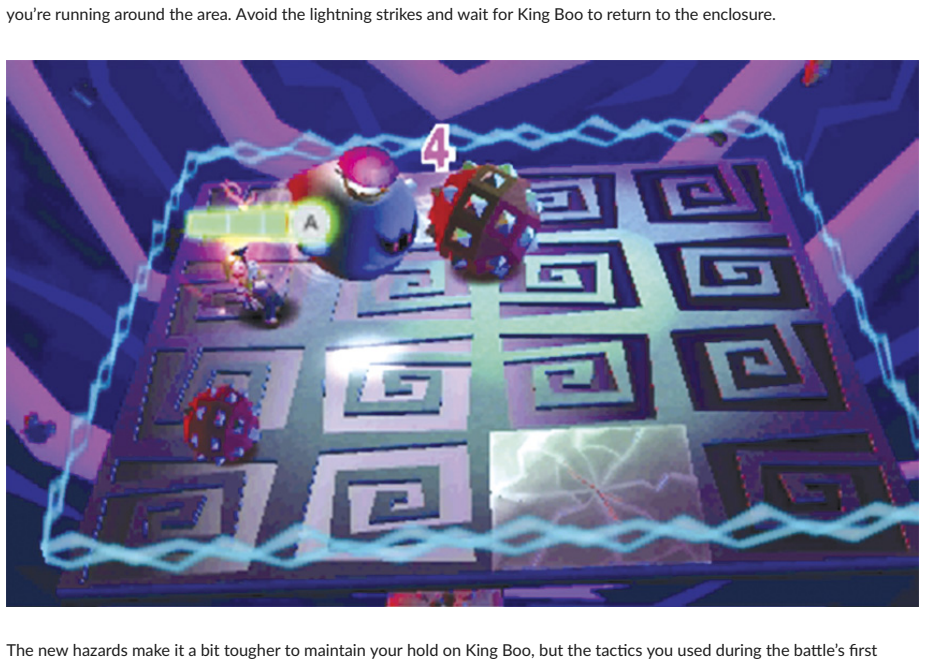
At least two of the balls will be spiked, but one may crack open to reveal a frog. Frogs don't react to the tilt of the floor, but they do hop around the enclosure. While they may not move as fast as the spiked balls, it's much more difficult to anticipate a frog's path.

Note

You'll also notice that each group contains one ball that's much larger than the others. Large spiked balls behave just like the smaller variety, but they're too big to jump over. When the large ball contains a frog, the oversized critter presents a similar challenge.

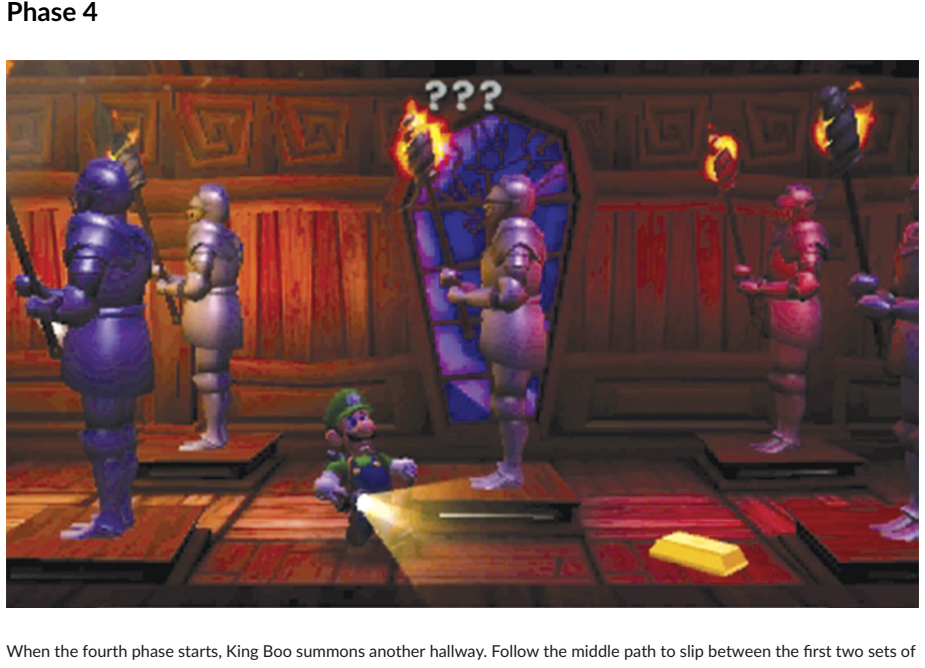


If the phase lasts long enough, King Boo leaves the enclosure and summons some fresh hazards. Instead of sand, however, several of the tiles are covered in ice. This slippery surface makes it difficult to change, direction, so keep that in mind when you're running around the area. Avoid the lightning strikes and wait for King Boo to return to the enclosure.

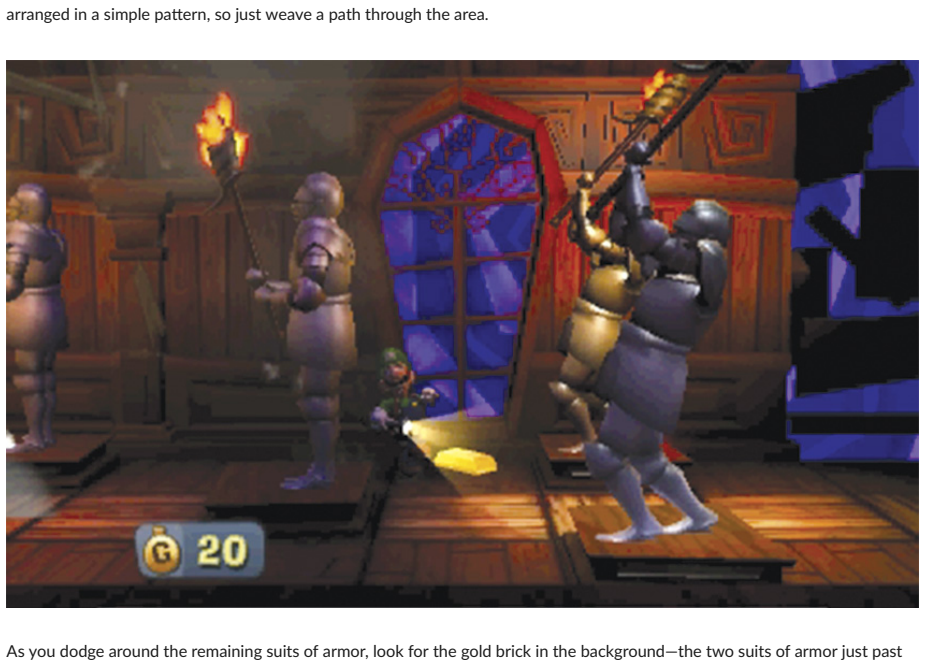


The new hazards make it a bit tougher to maintain your hold on King Boo, but the tactics you used during the battle's first phase are still effective. Perform an A-Pull each time you fill your Power Gauge, and allow King Boo to drag you away from dangerous situations. If he breaks free, dodge King Boo until he performs another slam attack, then use the established methods to stun him and latch on. Chip away at King Boo until he starts the battle's next phase.

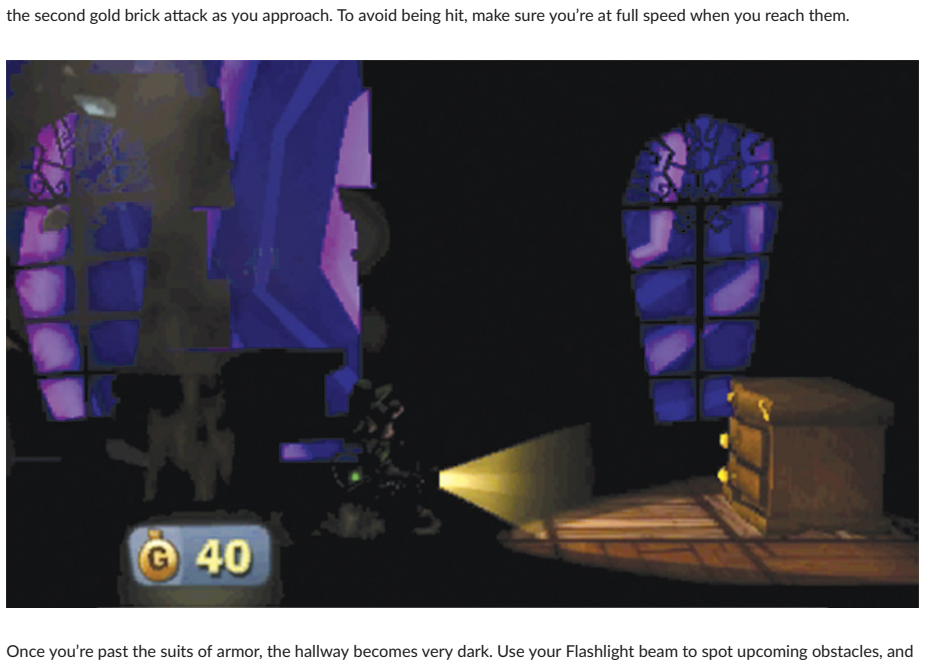
Phase 4



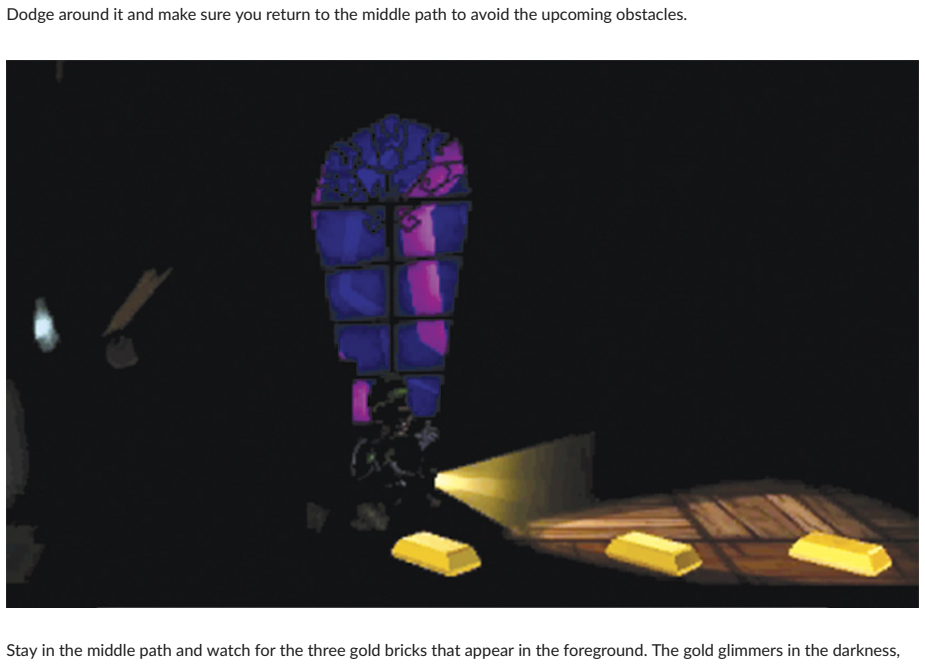
When the fourth phase starts, King Boo summons another hallway. Follow the middle path to slip between the first two sets of armor, slip down and grab the gold brick in the foreground, then move back up to the middle path. The suits of armor are arranged in a simple pattern, so just weave a path through the area.



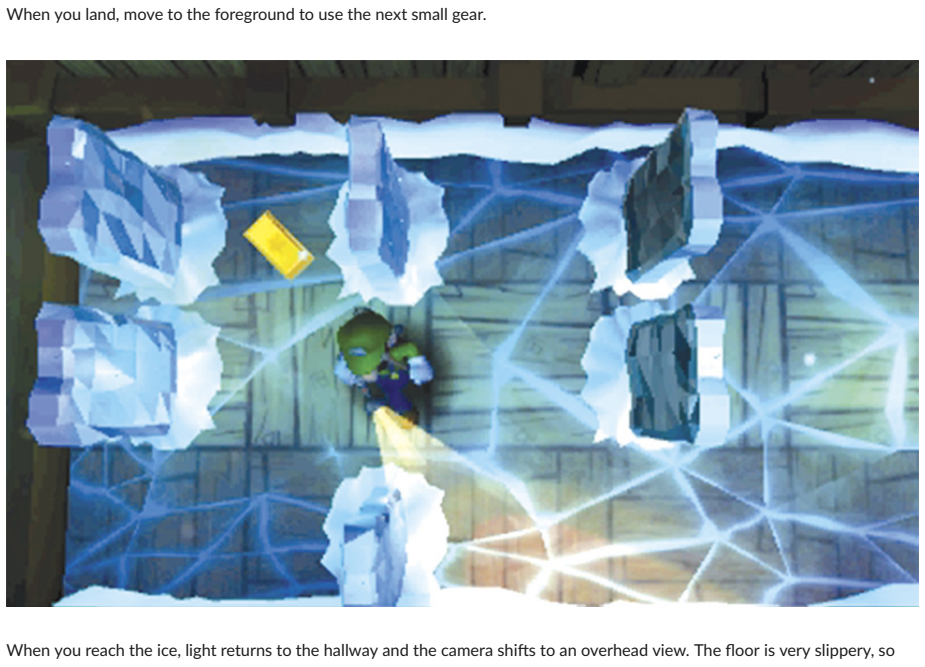
As you dodge around the remaining suits of armor, look for the gold brick in the background—the two suits of armor just past the second gold brick attack as you approach. To avoid being hit, make sure you're at full speed when you reach them.



Once you're past the suits of armor, the hallway becomes very dark. Use your Flashlight beam to spot upcoming obstacles, and watch for the intermittent lightning that illuminates the area. Follow the middle path until you see a dresser ahead of you. Dodge around it and make sure you return to the middle path to avoid the upcoming obstacles.



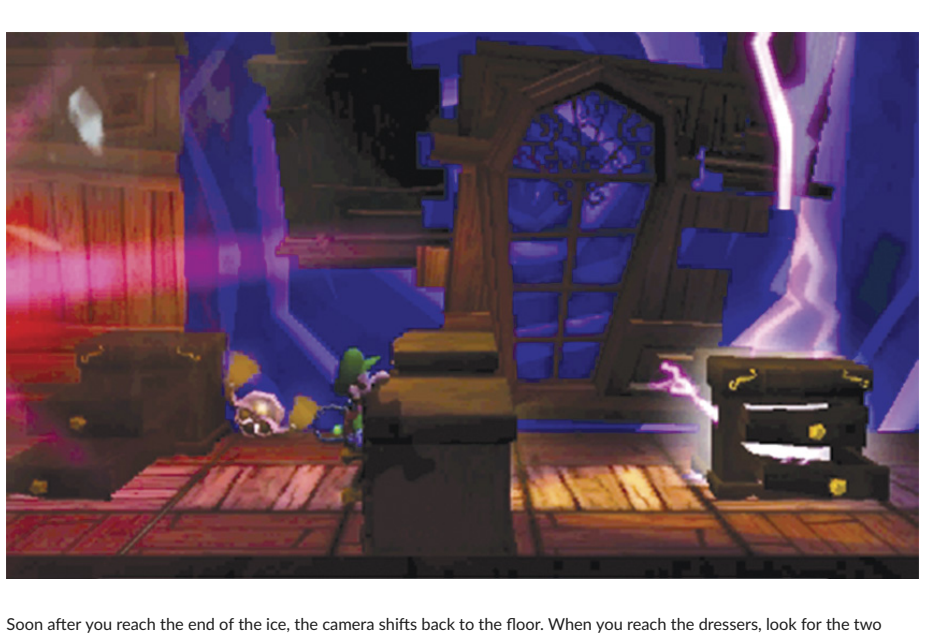
Stay in the middle path and watch for the three gold bricks that appear in the foreground. The gold glimmers in the darkness, so you shouldn't have any trouble spotting it. You have enough time to grab the treasure, but make sure you move to the background immediately after doing so. You must use the small gear near the wall to launch yourself over the nearby dressers. When you land, move to the foreground to use the next small gear.



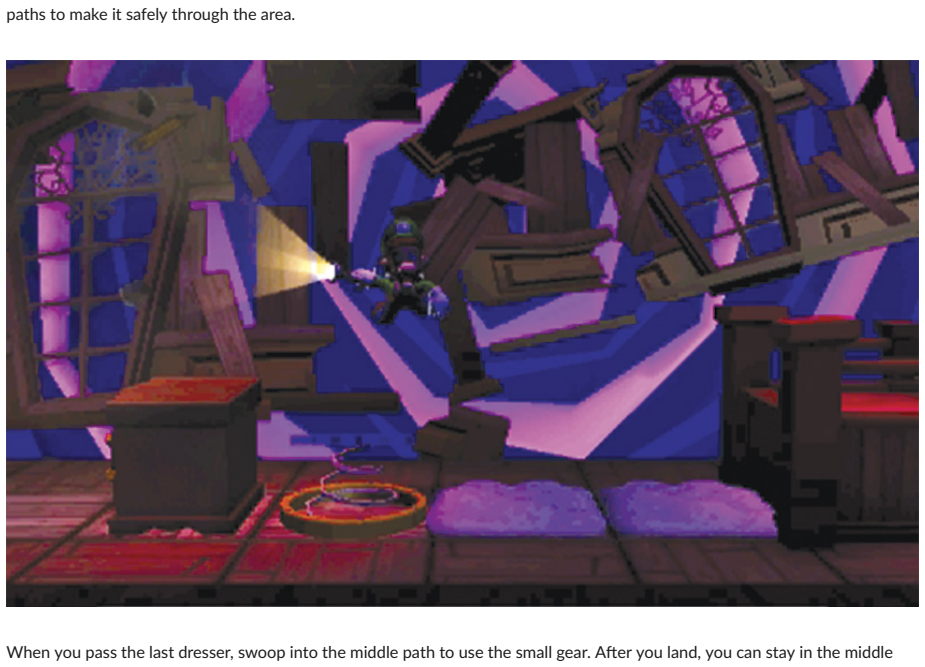
When you reach the ice, light returns to the hallway and the camera shifts to an overhead view. The floor is very slippery, so you must plan your route carefully. As you approach the stairs, move toward the bottom of the screen. Climb the stairs, then weave a path through the ice slabs. When you pass the last two ice slabs, slide up and use the stairs near the top of your screen. Continue to the end of the ice and slip between the wood columns.

Caution

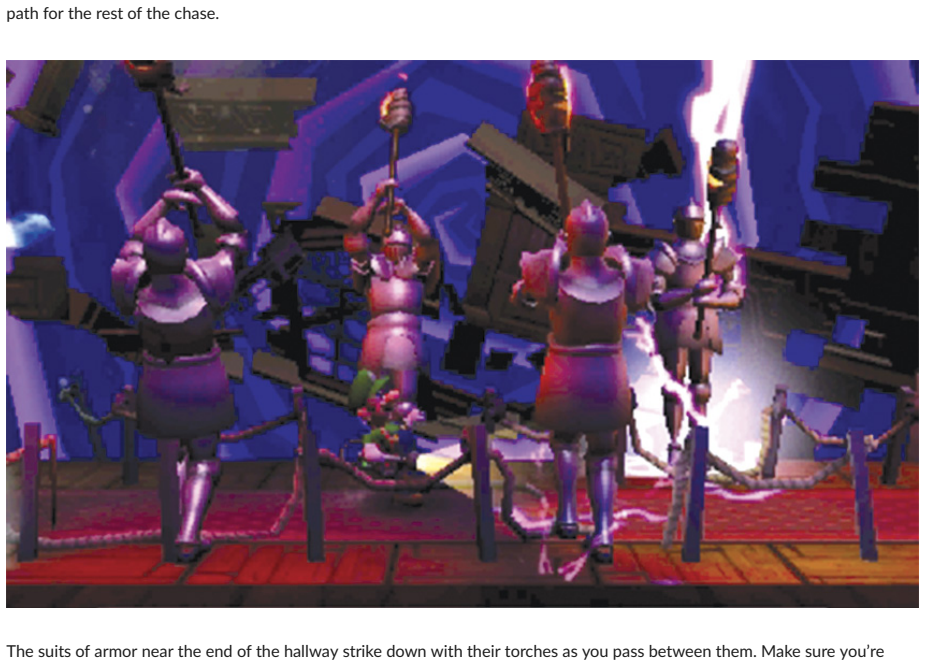
Ignore the gold brick in this area—it's almost impossible to avoid a collision if you attempt to collect this treasure.



Soon after you reach the end of the ice, the camera shifts back to the floor. When you reach the dressers, look for the two dressers facing the foreground. When the first such dresser extends its drawers, it blocks the background path and the middle path. The second such dresser extends its drawers to block the middle path and the foreground path. Weave along the open paths to make it safely through the area.

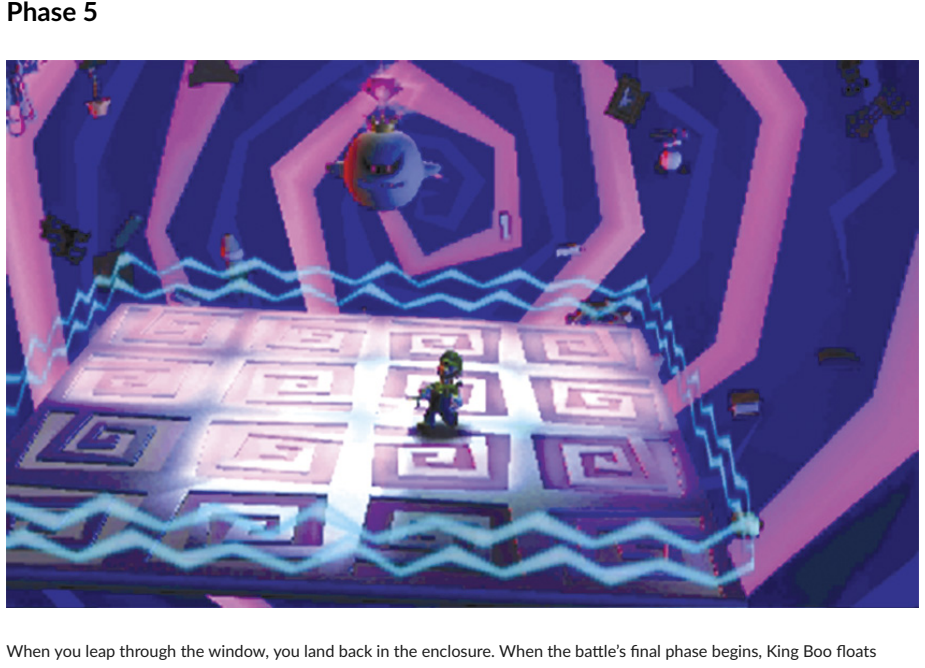


When you pass the last dresser, swoop into the middle path to use the small gear. After you land, you can stay in the middle path for the rest of the chase.

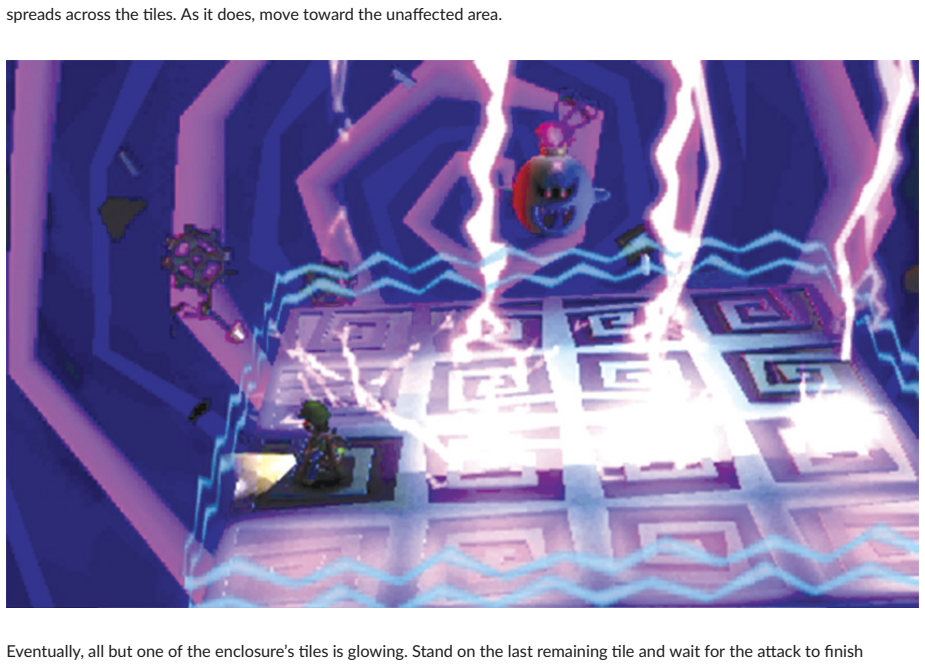


The suits of armor near the end of the hallway strike down with their torches as you pass between them. Make sure you're running at full speed to avoid getting hit. Grab the Hearts and treasure along the middle path, then use the small gear to launch yourself through the window.

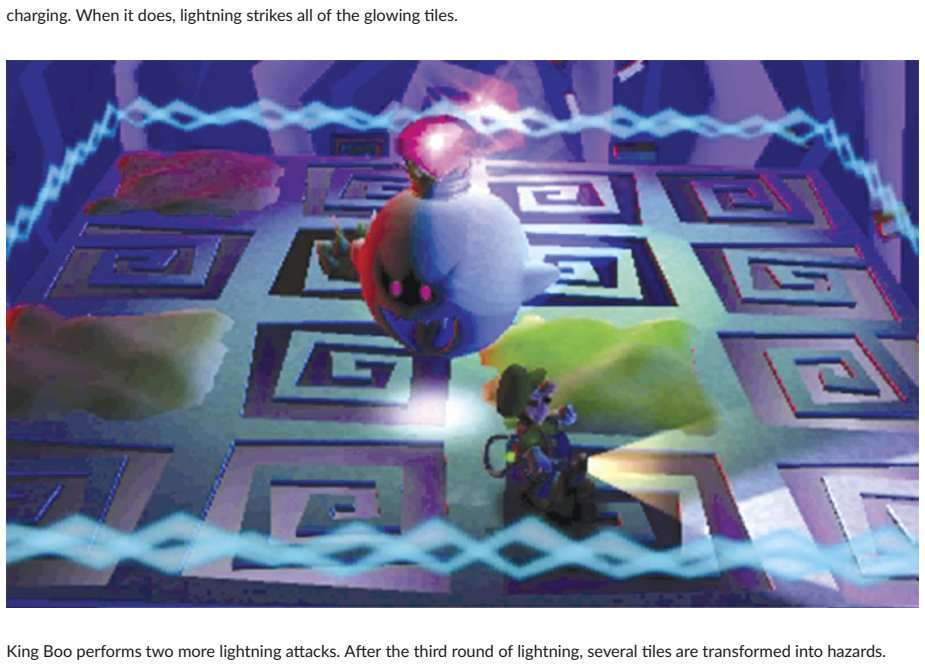
Phase 5



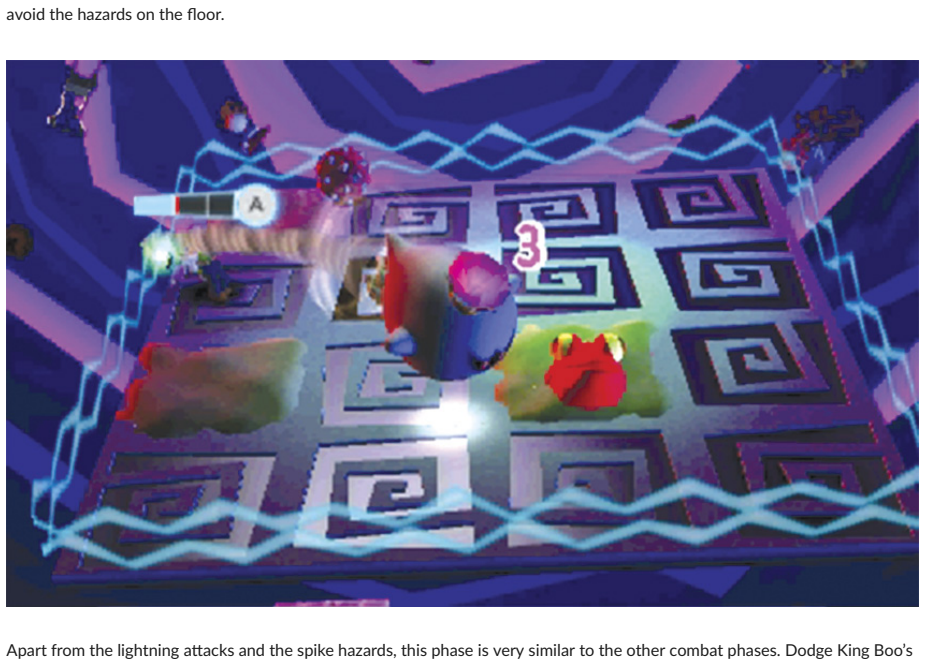
When you leap through the window, you land back in the enclosure. When the battle's final phase begins, King Boo floats outside of the enclosure and unleashes a powerful new attack. Stand at the center of the floor and watch as a purple glow spreads across the tiles. As it does, move toward the unaffected area.



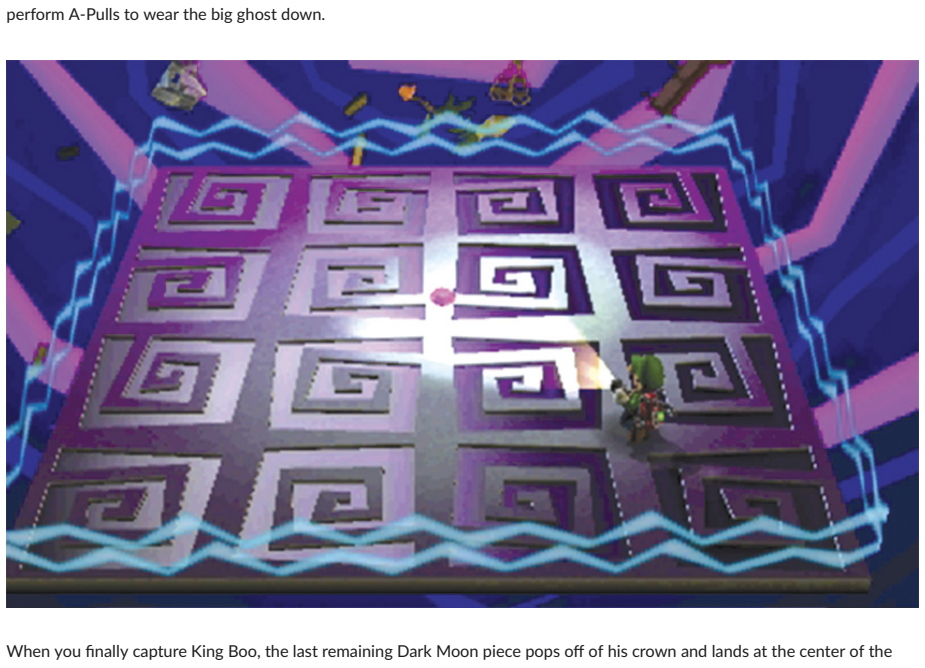
Eventually, all but one of the enclosure's tiles is glowing. Stand on the last remaining tile and wait for the attack to finish charging. When it does, lightning strikes all of the glowing tiles.



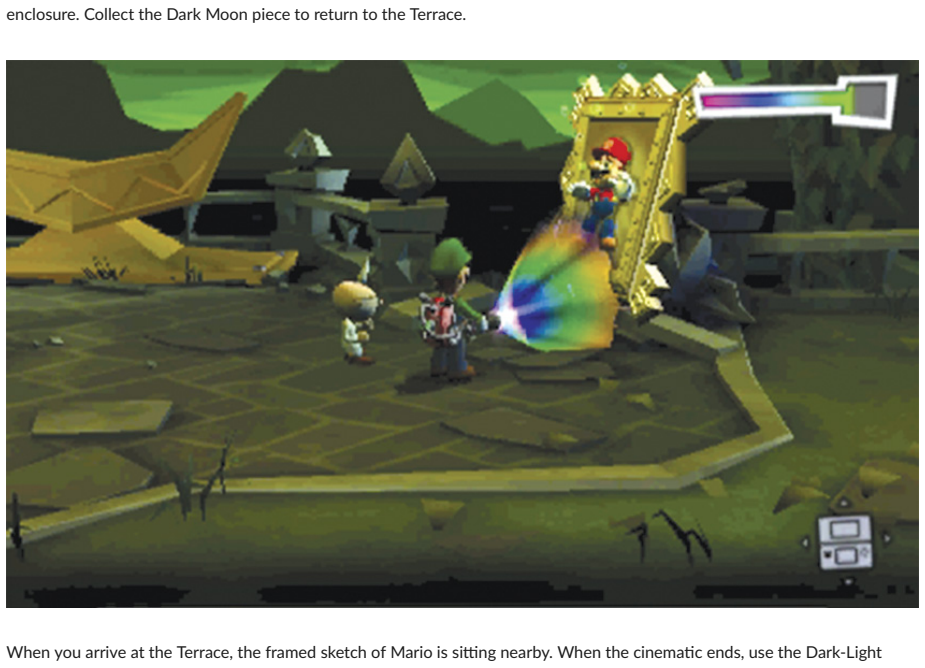
King Boo performs two more lightning attacks. After the third round of lightning, several tiles are transformed into hazards. Expect some combination of sand, ice, and deadly spikes. When King Boo enters the enclosure, dodge his lunging attacks and avoid the hazards on the floor.



Apart from the lightning attacks and the spike hazards, this phase is very similar to the other combat phases. Dodge King Boo's attacks until he slams into the floor, lure him under a shadow, and face him until a ball crashes down on him. Latch on and perform A-Pulls to wear the big ghost down.



When you finally capture King Boo, the last remaining Dark Moon piece pops off of his crown and lands at the center of the enclosure. Collect the Dark Moon piece to return to the Terrace.



When you arrive at the Terrace, the framed sketch of Mario is sitting nearby. When the cinematic ends, use the Dark-Light Device to free Mario, complete the mission, and trigger the game's ending cinematic.

Unfinished Business

Congratulations! You've completed the Dark Moon Quest! But that doesn't mean there's nothing left to accomplish. Revisit completed missions to earn 3-star ratings, track down uncollected Gems, and hunt down uncaptured Boos.